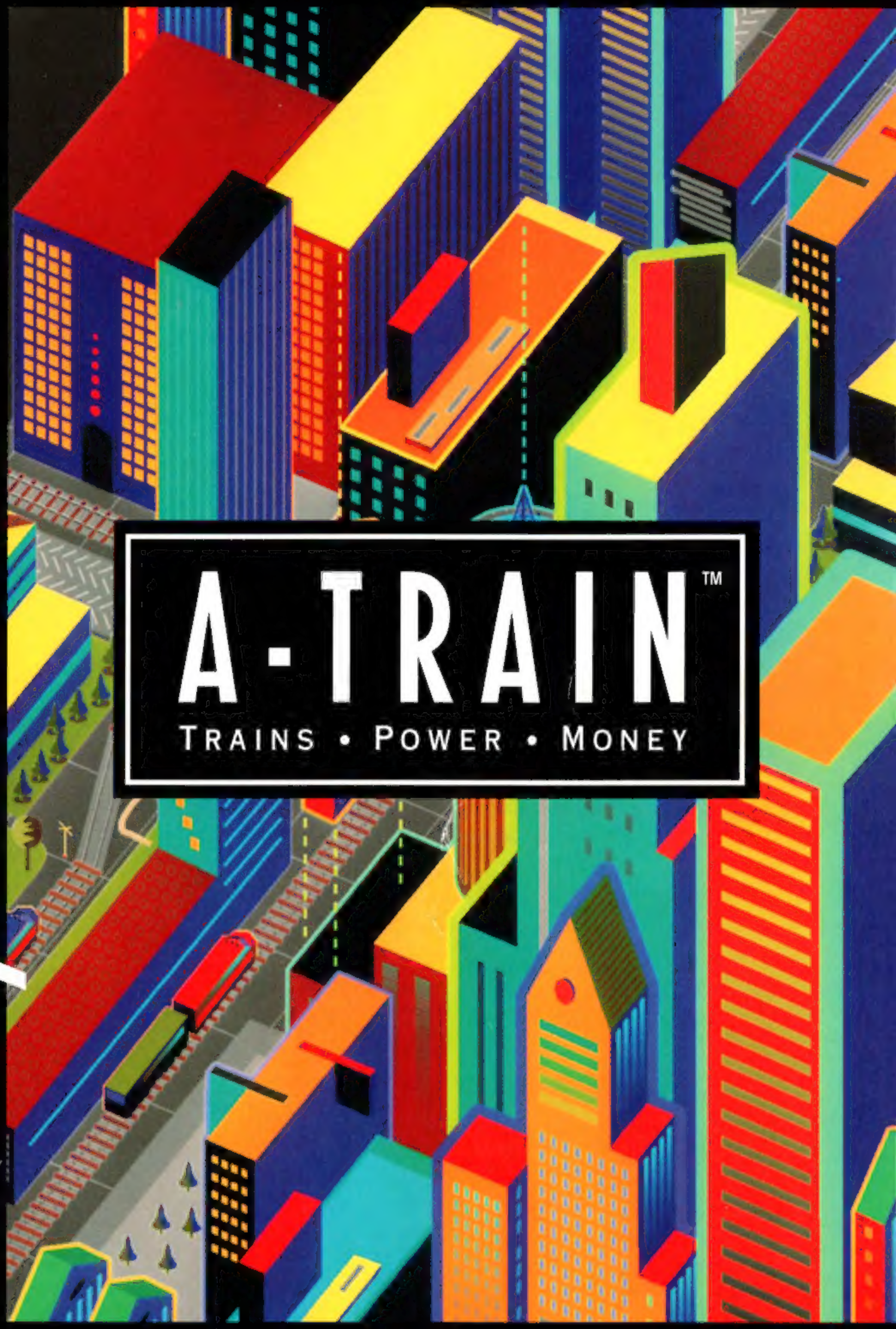
PlayStation™

NTSC | U/C

PlayStation™

A-TRAIN™

TRAINS • POWER • MONEY



KIDS TO ADULTS

K-A™

AGES 6+

SLUS-00003

MAXIS

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

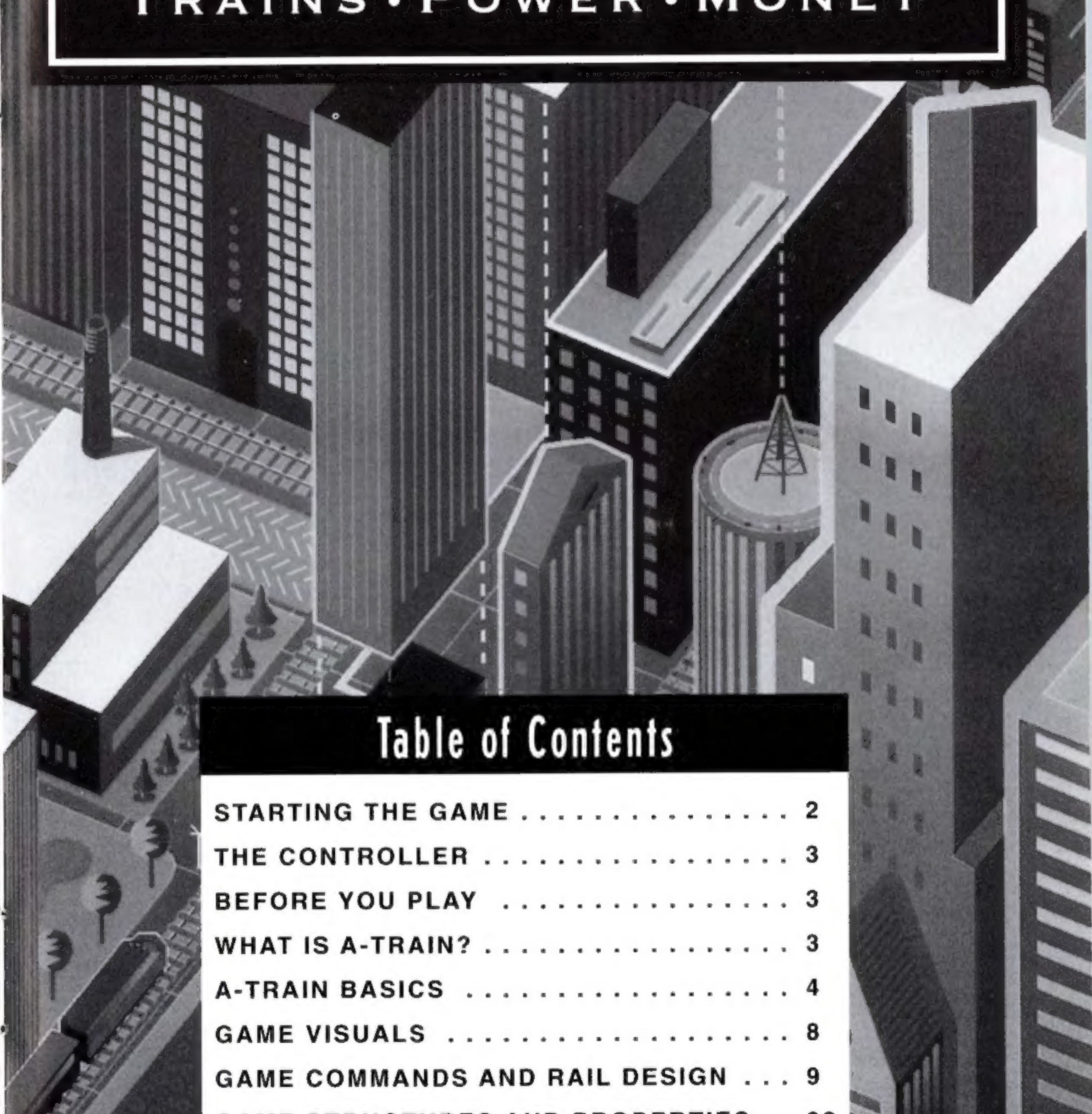
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

A-TRAIN™

TRAINS • POWER • MONEY



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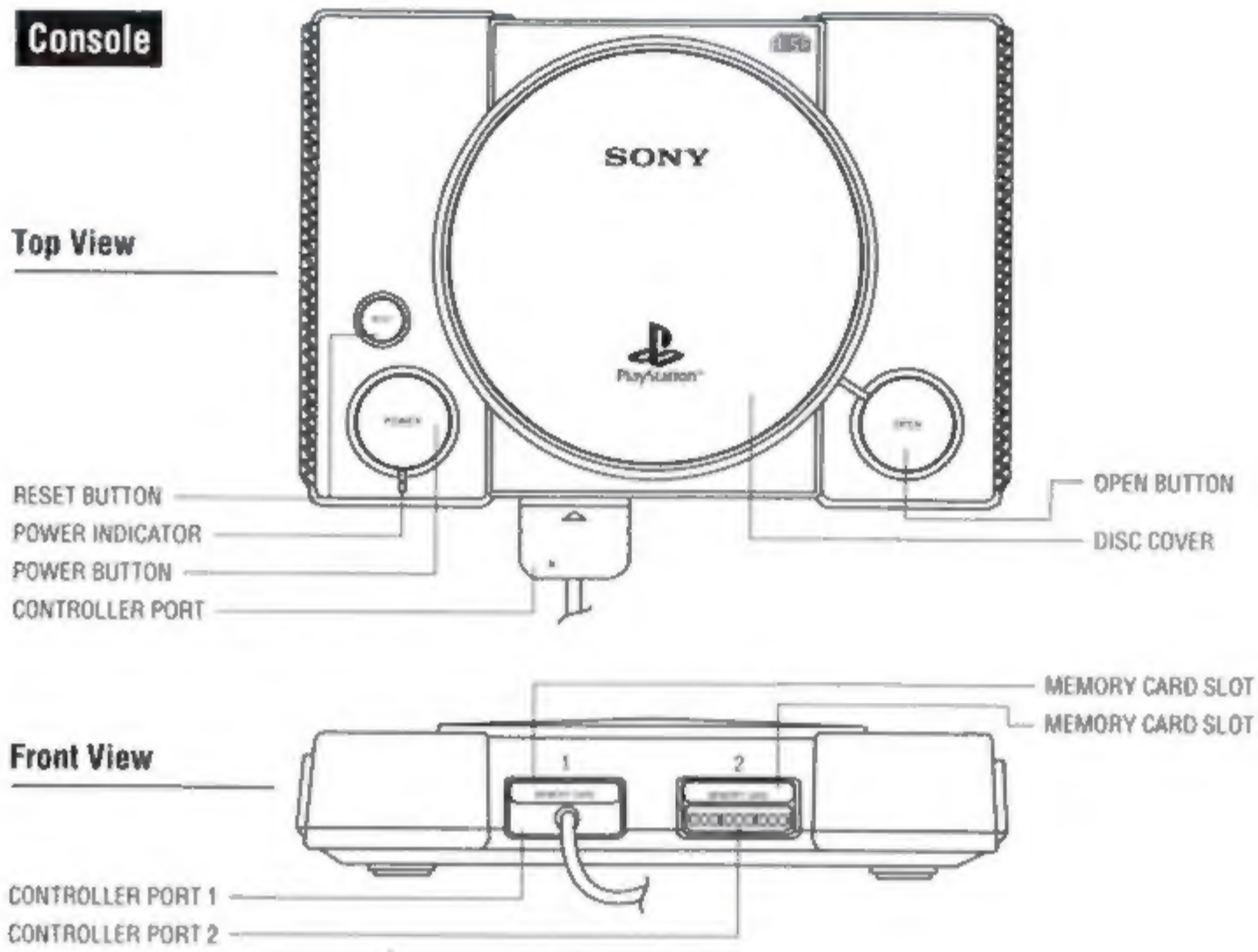


Starting the Game

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the A-Train disc and close the CD door. Insert the game Controller(s) and turn on the PlayStation game console. Follow on-screen instructions to start a game.

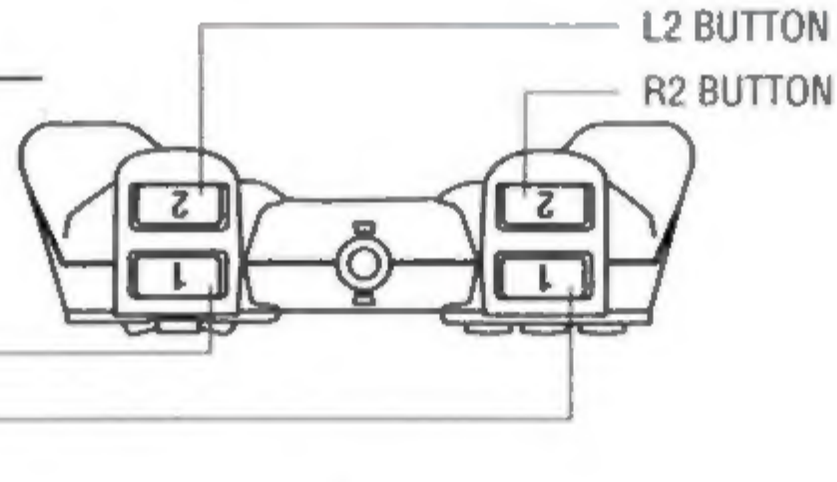
You'll see the title screen, followed by the A-Train title screen. Press any button on your Controller to bypass these screens. When the title screens have been dismissed, you'll see the Controller Configuration screen. Press the X Button (Set) to see the Select Language window, which has representations of the flags of Japan, Great Britain, the USA, France and Germany. Use the right-arrow button to select the Stars and Stripes (unless you want to test your translating talents) and press the Set button on the Controller. (The Controller diagram is on the next page.)

遊びたい国を選んでください。
Select a country of your interest.
Sélectionnez le pays qui vous intéresse.
Ein Land ihres Interesses wählen.

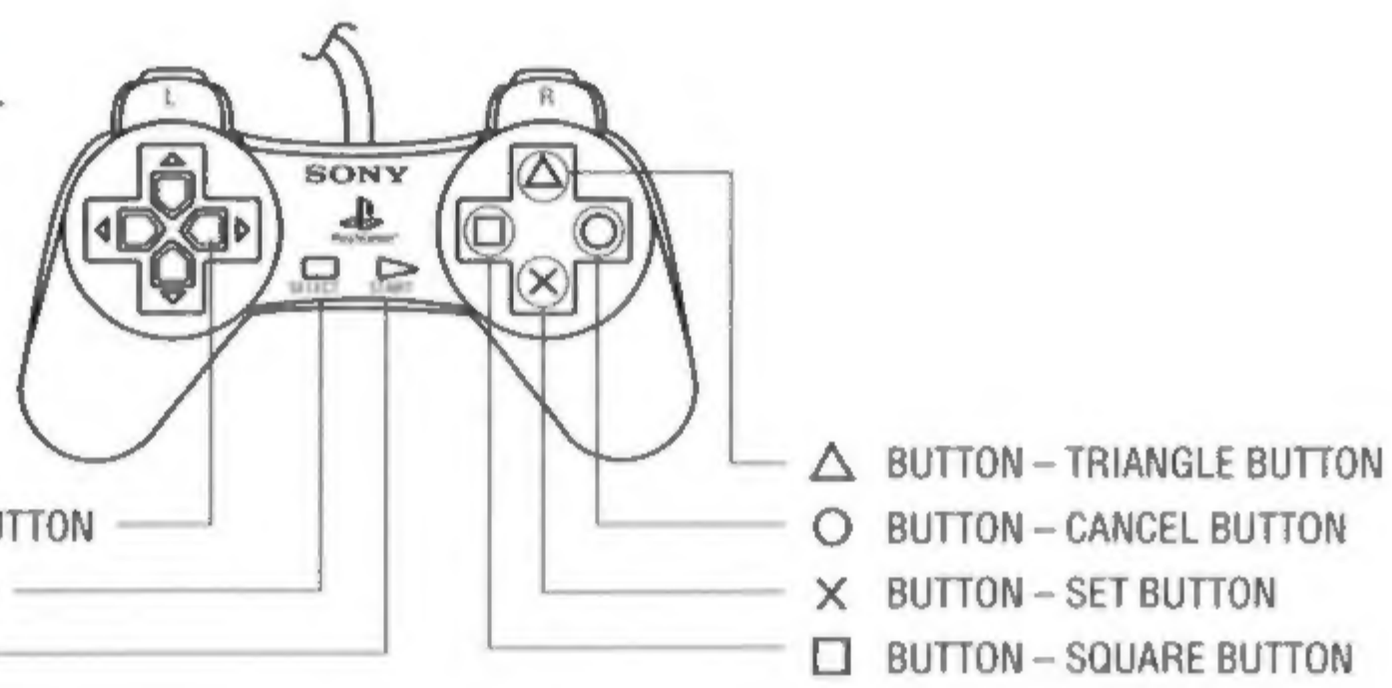
You get another chance to display your patriotism: choose the US flag again in the Select Country window. The default A-Train scenario will load from the CD and you'll be in business! Read through the rest of this manual to get a handle on the basics. May your trains run smooth and strong.

The Controller

Front View



Top View



Before You Play

Thank you very much for purchasing this PlayStation game console version of A-Train. Please be sure to read this before beginning play.

- You need a separately sold memory card to save games.

A-Train requires a separately sold memory card to save your games. A well-developed game's data can take up the storage of a single card. If you want to save a great number of large games, you may need as many memory cards as the number of games to be saved.

- You can operate A-Train with a separately sold mouse.

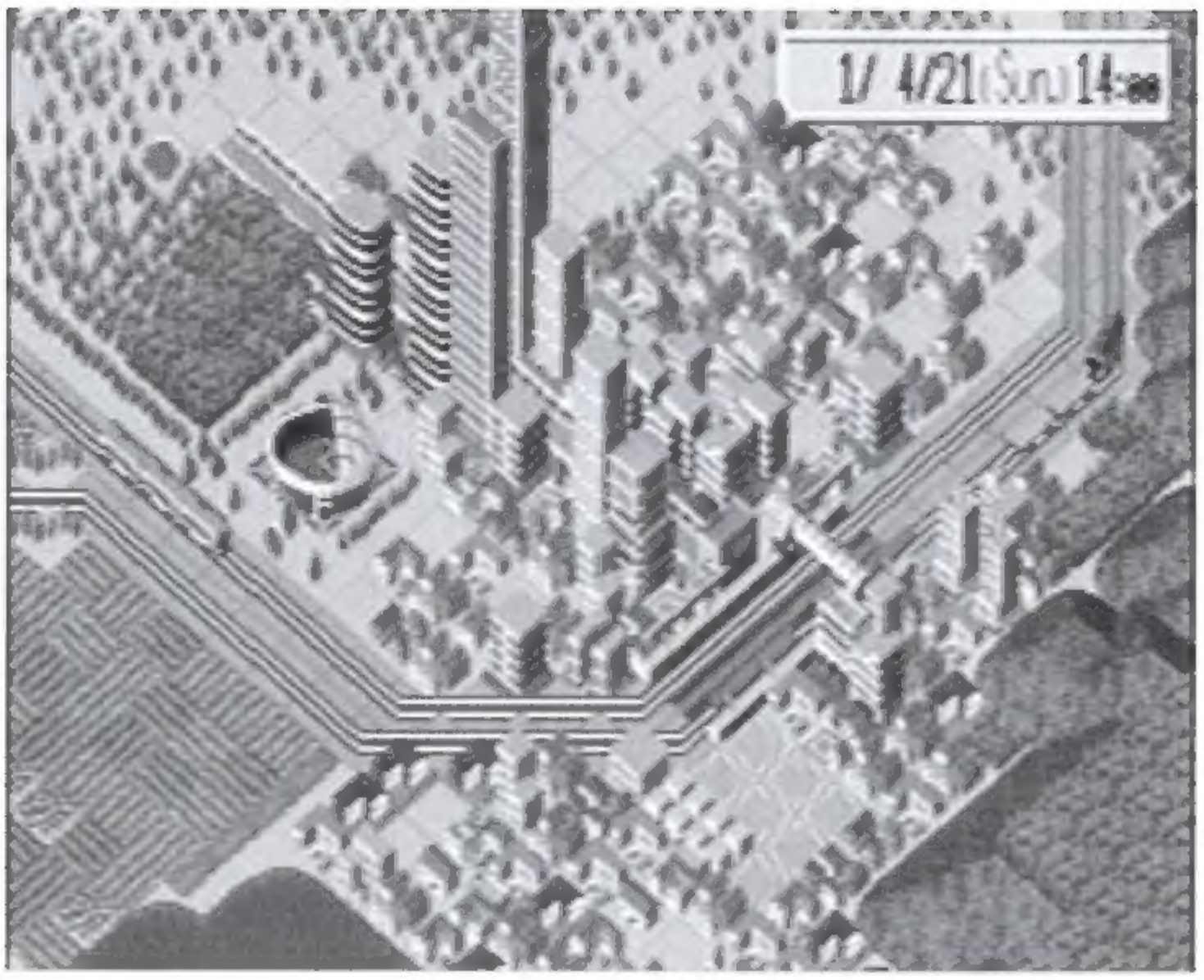
A mouse also can be used to control the program. Use of the mouse to control the game pointer is somewhat easier than using the Controller, particularly for people who are accustomed to using a mouse on personal computers. See the Using a Mouse with A-Train section in this manual for an explanation on mouse use.

You can obtain both the extra memory cards and the mouse through the retailer where you purchased your PlayStation game console.

What Is A-Train?

A-Train is a comprehensive simulation of urban development using a transportation system as the development focus. (But it's fun!)

A-Train exemplifies the relationships between transportation, business and city development. It begins as a railroad game, where you design and manage an efficient and profitable (if you're good) transportation system for both passengers and freight. Then it turns into a city-building game, where you invest your assets in land purchases, upon which you can build offices, apartments, hotels, factories, golf courses, and much more.



A Boomin' Burg

Then it takes on a financial management angle, where you use your bank loans and stock investments to build a financial empire—of course, all three of these "triple challenges" must be simultaneously managed. But amidst all your sweat, you'll have the pleasure of seeing the program "reward" you for rail management and your strategic placements of game properties by building homes and other properties near your stations. As you become a better manager, the simulation will provide you with an ever-expanding town—naturally with more management responsibilities. If you handle those responsibilities capably, you'll bask in the glory that only the president of a rail empire can attain. And you'll be rich—at least electronically.

Naturally, this being a Maxis game, we aren't encouraging you to be greedy. You can take a light hand with your development decisions, and sculpt a map that reflects your taste in tidy railways. Your city mappings can have the tightly structured discipline of a military campaign, or they can flow like the wandering rivers of the game terrain. It's all up to you. The one thing we insist upon is that you have fun, but that's one goal in A-Train that's practically effortless (and hey, here's a little secret: you even get to drive the trains!).

A-Train Basics

There are a number of game fundamentals that will prove useful to know before you begin:

Winning the Game, Losing the Game

If you accumulate a substantial chunk of change through your game efforts, you receive a hearty onscreen congratulations. However, this arbitrary fiscal mark, while a sign of game competence, needn't be the dominant pursuit of any game. The important thing is that you are free to continue further with the refinement of your game territory. A-Train can continue forever until you no longer have capital (or at least until you have a power outage). Of course, if you lose your last dollar, you'll be offered the pleasure of beginning another game, because the dollarless one is lost.

The Alert Developer

Towns are generated through your building of various kinds of structures on the map to create a working community. Of course, some properties are already in place from the very beginning, but with A-Train, you basically create the town's infrastructure, and the program "rewards" your astute design with additional town development. Therefore, there are two primary concerns when placing any game structure:

1. Every building placement costs you money.
2. Building materials are necessary for all placements, except for railroad tracks and roads.

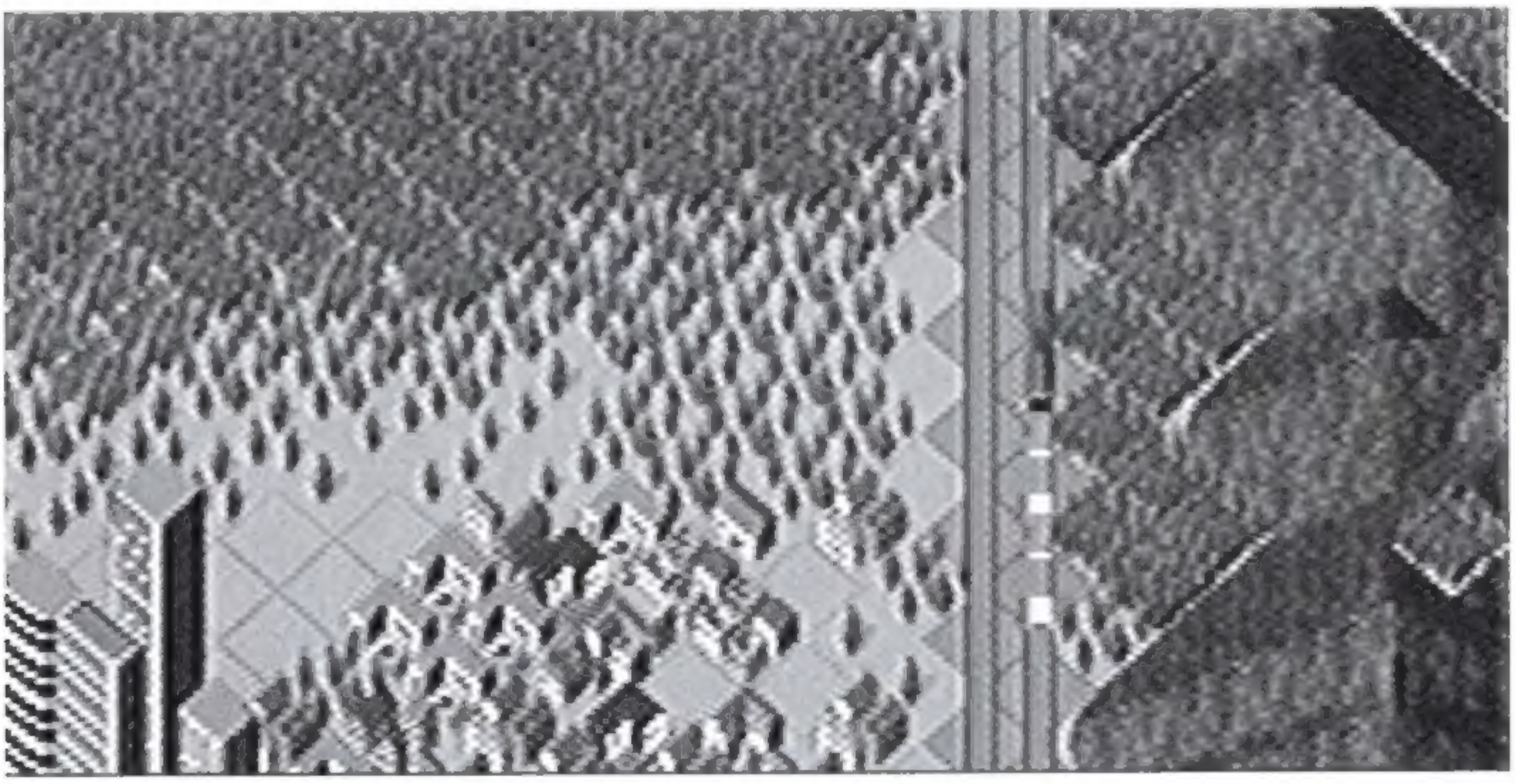
Keeping the implications of these two items in mind will serve you well over the course of a game. See the manual sections on Money, Building Materials, and Subsidiaries that explain these issues in depth before you start plopping properties all over the map.

Trains and Buses

In A-Train, trains and buses come and go within your map. You can manage their movement to your great advantage. There are a few essentials:

When a train arrives at a station, it unloads all onboard passengers and loads waiting passengers.

When a freight train arrives at a station, it transports materials, either picking them up or unloading them. When carrying materials, a freight unloads materials. It won't unload materials if there is no place to unload them. Positioning the materials storage yard is your business.



A Freight Train on the Move

When not carrying materials, freights load materials. They won't load materials if there are no materials near the station. Having materials near the station is also your business—you're not here to rest, you know.

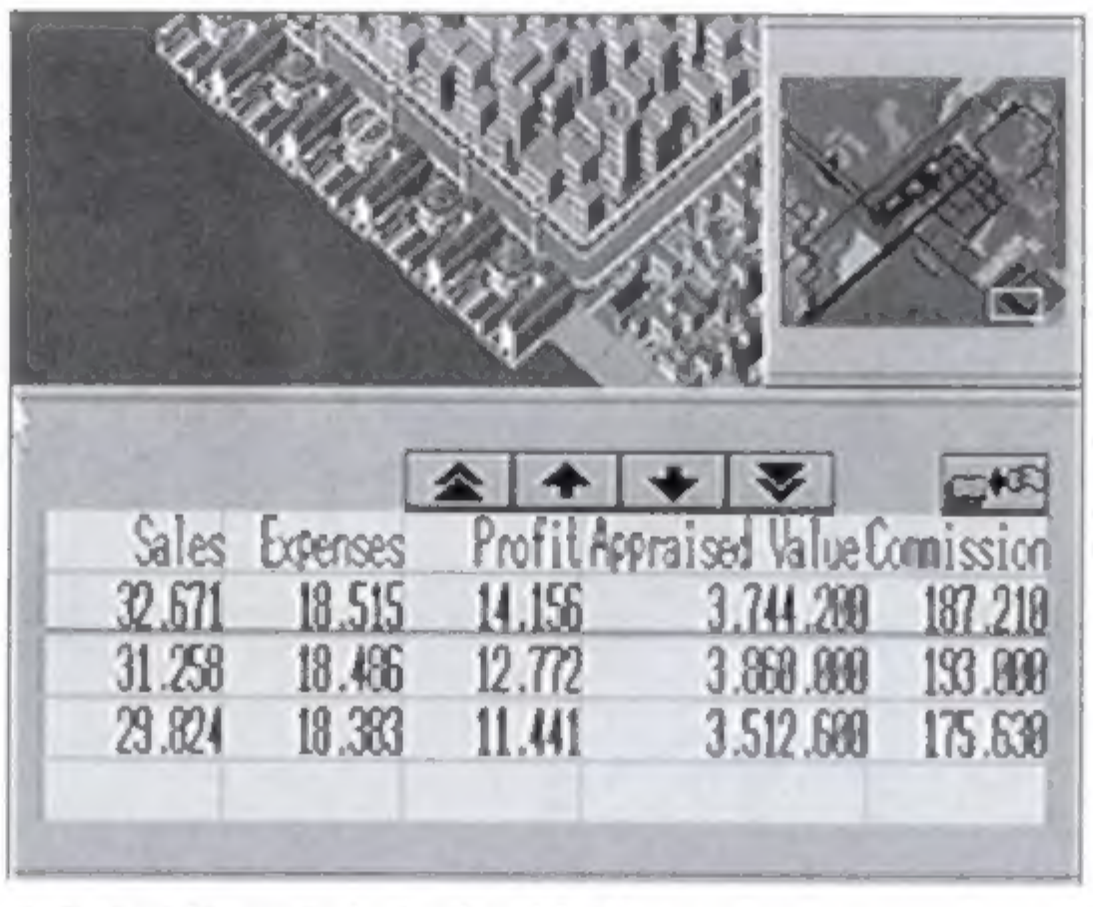
When a bus arrives at a bus stop, it unloads all onboard passengers and loads waiting passengers.

Money

The game is only over in A-Train when your capital shrinks to nada. Keep a sharp eye on your funds, so your game pleasures don't end early.

Income

1. Railroad ticket sales	When you operate a train, passengers get on board. Those passengers pay a fare.
2. Road enterprise sales	When you operate a bus, passengers get on board. Those passengers pay a fare.
3. Various subsidiary sales	When you operate a subsidiary (office, restaurant, etc.), people who use that subsidiary pay an operations charge. You can also make a profit by selling a subsidiary.
4. Stock transactions	You can gain money by stock transactions. You receive stock dividends by holding stocks.
5. Loans from banks	You borrow money (paying interest to the bank) for your working capital. Since you are depositing the capital, you receive interest.



A Subsidiary Sale in the Making

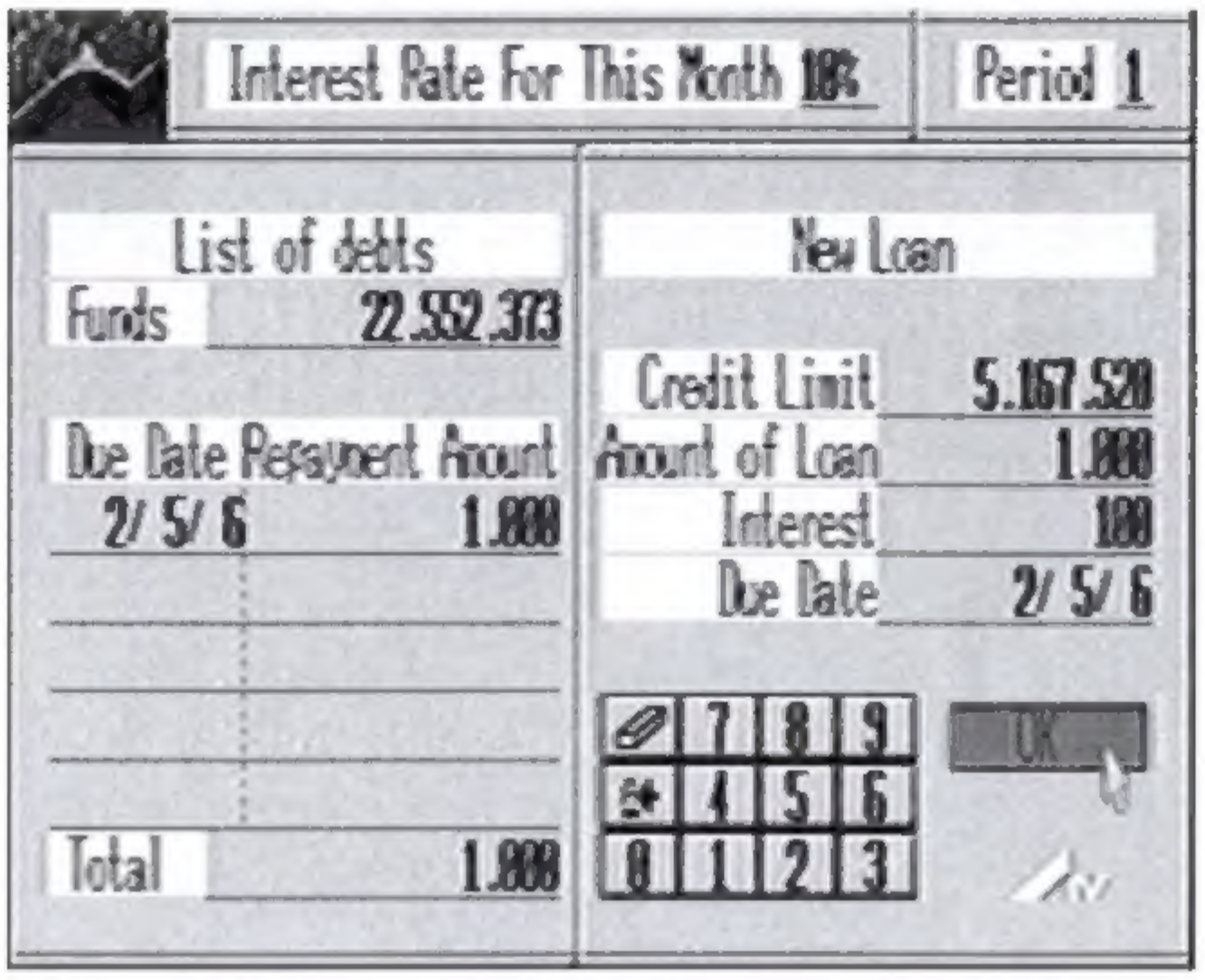
Expenditures

In A-Train, you are charged money in the following situations:

1. Construction costs	Costs when building things (tracks, roads, etc.) or creating subsidiaries.
2. Maintenance costs	Costs to maintain structures.
3. Expenses	Costs for running a railroad or bus.
4. Interest	Costs such as interest on bank loans.
5. Commissions	Costs when purchasing stocks or subsidiaries.
6. Taxes	Paid out of your patriotic duty.

Bank Loans

Banks loan money for terms of 1, 2, or 3 years. Since interest rates go up or down somewhat depending on the economy of your city, it is best to borrow as much as possible when interest rates are low; check periodically for rate changes.



Taking Out a Loan

Commissions

When you buy or sell subsidiaries or stocks, a commission is always deducted from your funds. Don't forget calculating in the commission, particularly when you think you've made a profit transacting in stocks—you may have a rude awakening.

Taxes

There is a detestable enemy in A-Train who always comes every year. The enemy is called by many names, but the printable one is "taxes."

Taxes are calculated on March 31st, showing the tax amount for the full year. Payment is an automatic lump sum deduction from your cash on June 1st.

Tax Calculation

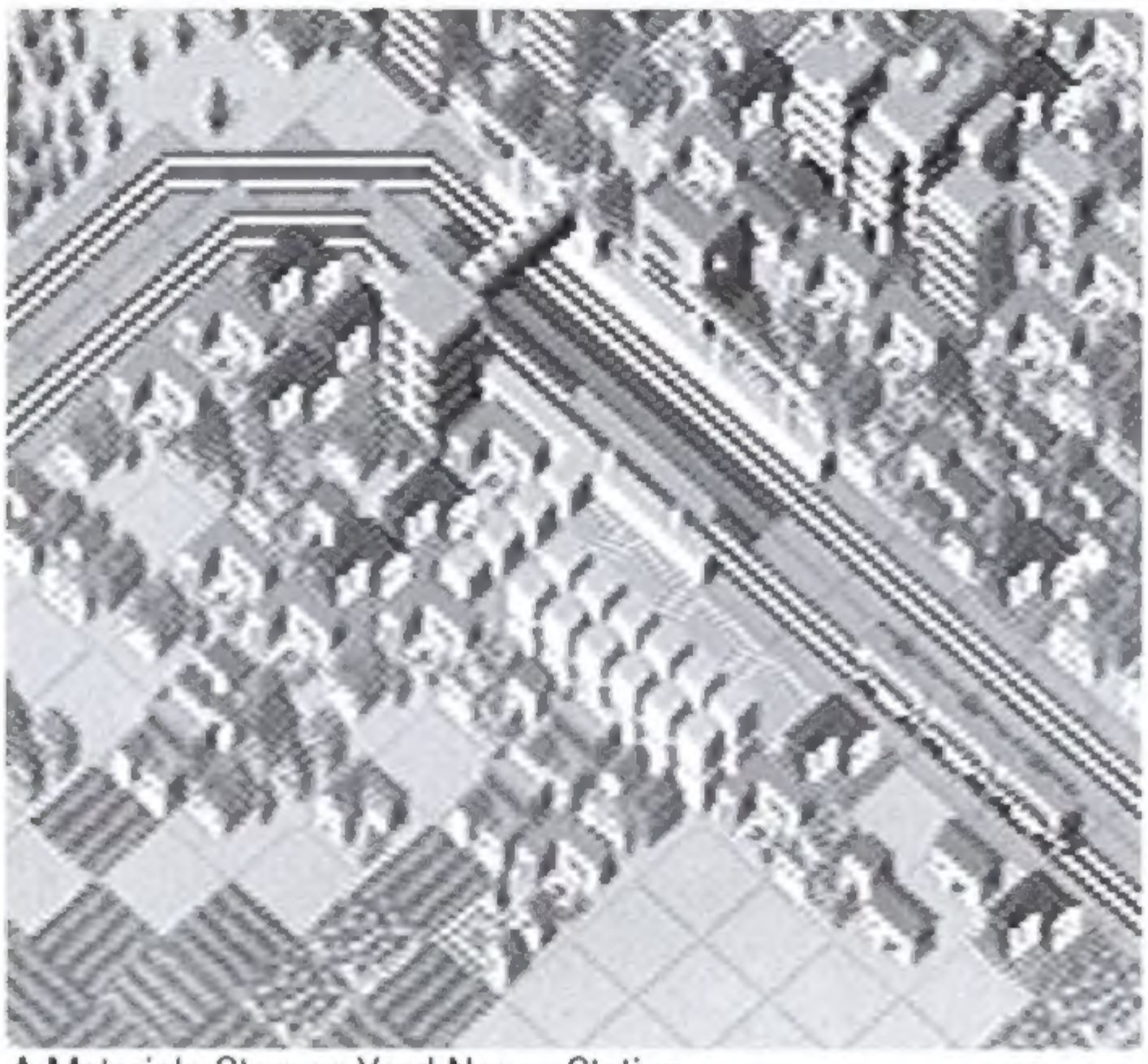
Tax on profits	50% of net profits
Tax on assets	5% of total assets, such as the value of your railroads
If there is no profit (deficit)	1 million dollars

The total (adding profits and assets taxes) is the tax paid on June 1st. Since the tax rates are high, take care to be aware of your tax liability on June 1, so that the taxman doesn't take your trains (and the game) away.

Building Materials

No map properties can be built unless materials are nearby. Materials are the small white cubes produced by game factories (or imported from "off the map") and moved about the map by your freight trains. Many scenarios begin with a number of available materials.

1. There is a distance restriction for your use of materials for building, measured from their storage to their utilization.
2. You need to keep the materials in a materials storage yard (which you place) to develop a town. Materials from your factories cannot be used unless they are brought out to the storage yard.
3. Materials at level B1 can be used above ground. (See the Game Visuals info.)
4. Materials are transported by freight trains, and are both imported from outside the map by train and brought in by ships.



A Materials Storage Yard Near a Station

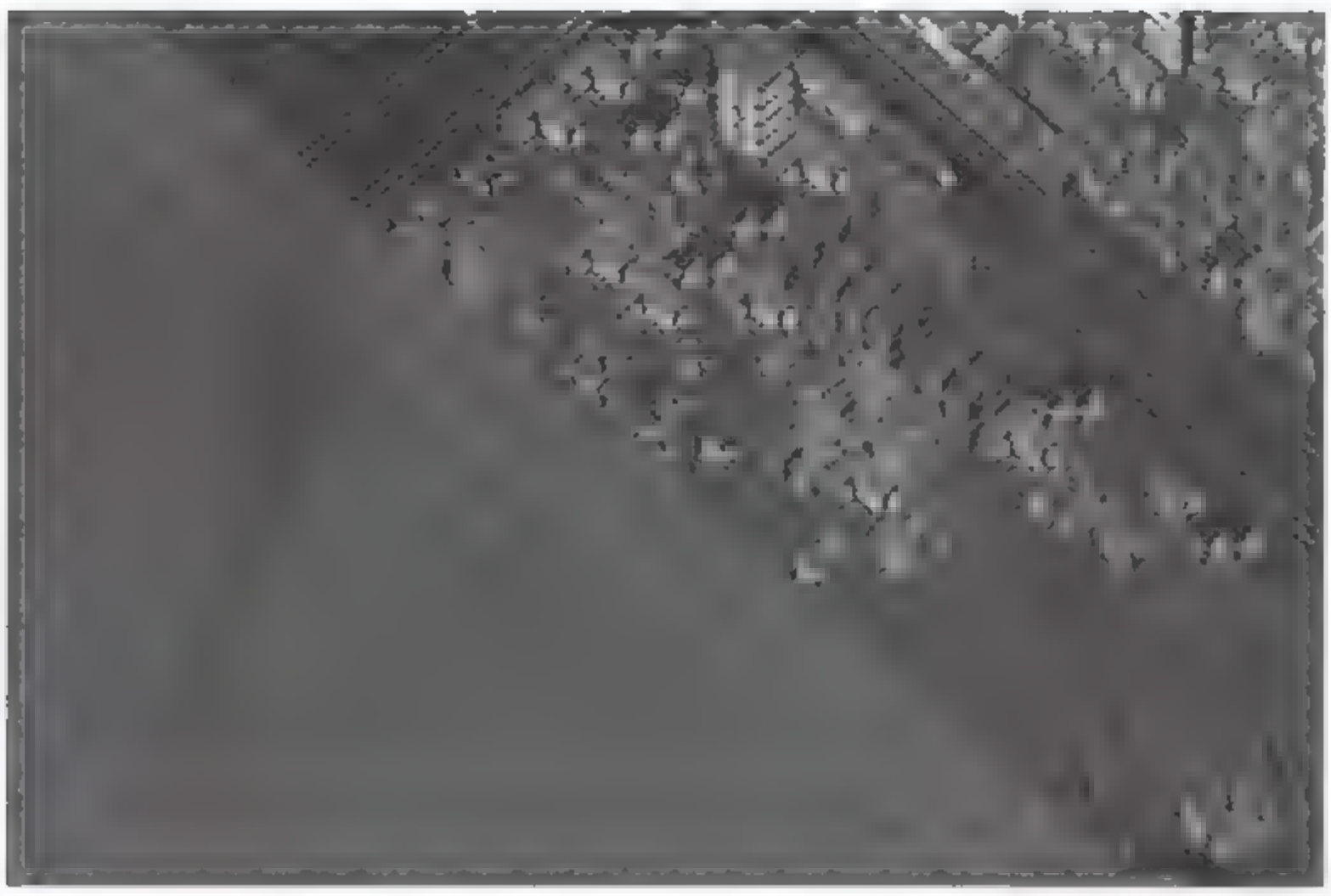
Game Visuals

Concept of Height

The visual model of the A-Train environment is rendered three-dimensionally, and can be viewed from a number of angles and representations. Also read the Levels command section for clarification.

Levels/Terrain Elevations

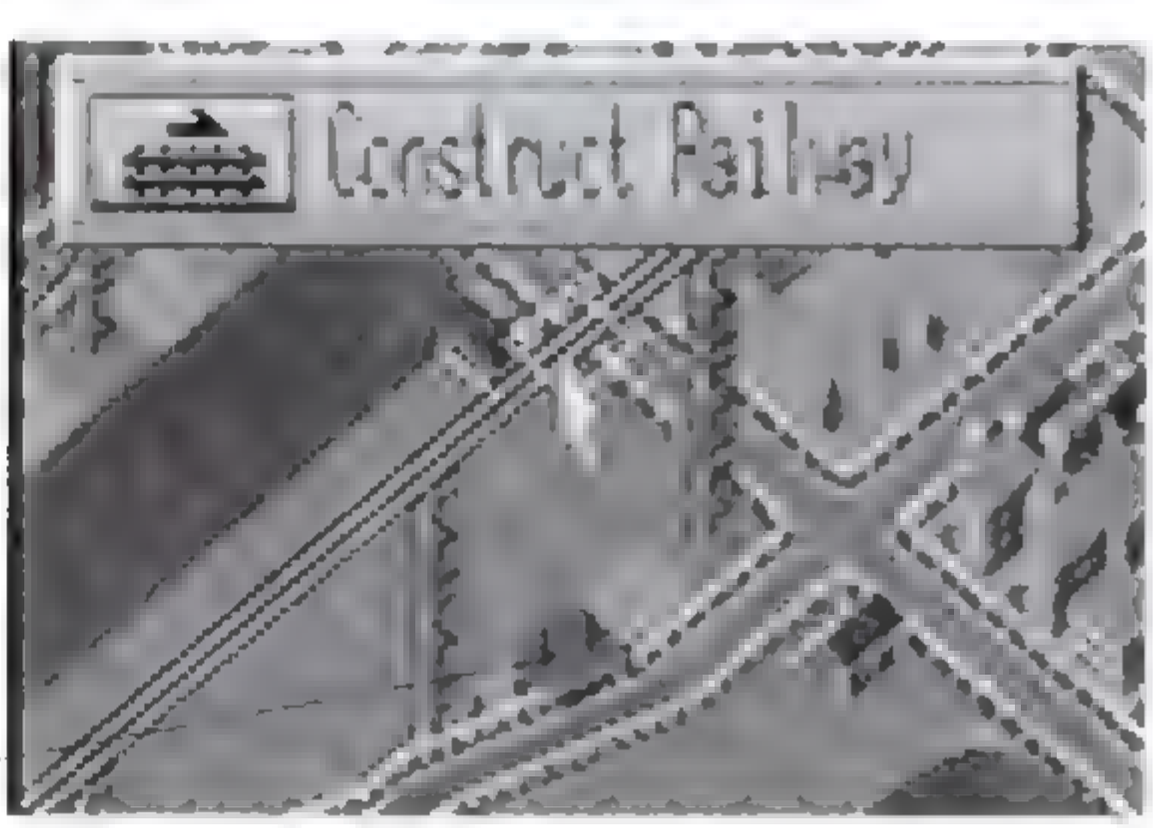
L3	Maximum height of railroad track placement.
L2	Corresponds to height of 8-story building.
L1	Default elevation. Corresponds to 4-story building
L0	Above ground.
B1	Underground.
B2	Maximum depth underground. Tracks can pass under water.



Cutaway View Showing Underground Levels

Relative Levels on the Map

A shadow is always present under the mouse pointer display. You can discern relative terrain height by the position of that shadow. This will be most obvious when you select an elevated track; you can discern by the shadow that a tile behind or below the track is at a lower elevation.

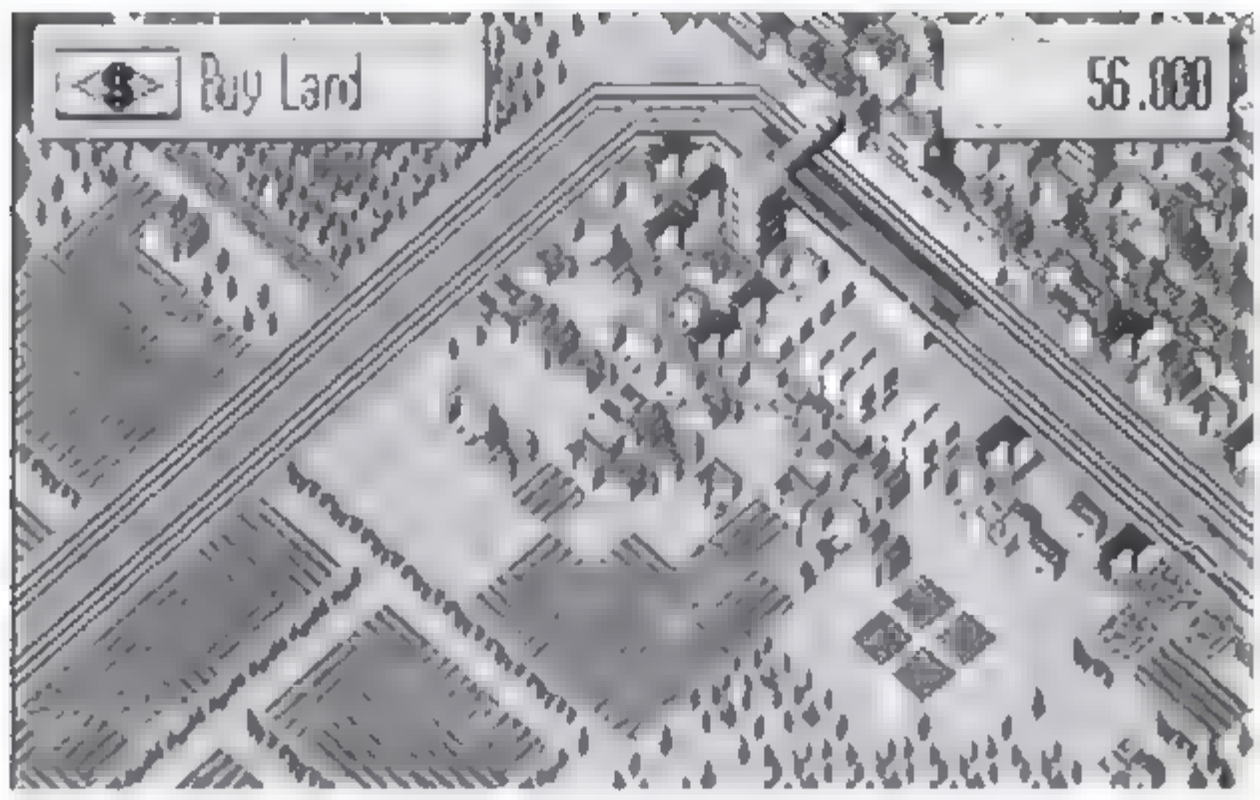


The Pointer and its Friendly Shadow

Game Commands and Rail Design

In A-Train, the foundation for development of a city is the train. Towns can change moment by moment depending on the operation of your railway system. However, there are many elements that can shape a city other than the train. A-Train's large number of commands and complex operations attempt to simulate the diversity of forces that shape real towns. This section will explain command procedures and their effects on town development.

Remember that anytime you lay track or place other game properties that you are also buying the land underneath the placement, whether rail or commercial site. (You'll see purchase prices vary in the onscreen window associated with any land-use tools when you move the pointer over individual land squares.) Figure in these land-buying costs in your development schemes. Use the Controller arrow keys to scroll over your entire map to get the lay of the land before you jump into any rail-expansion decisions you may later regret.



A Prudent Land Purchase

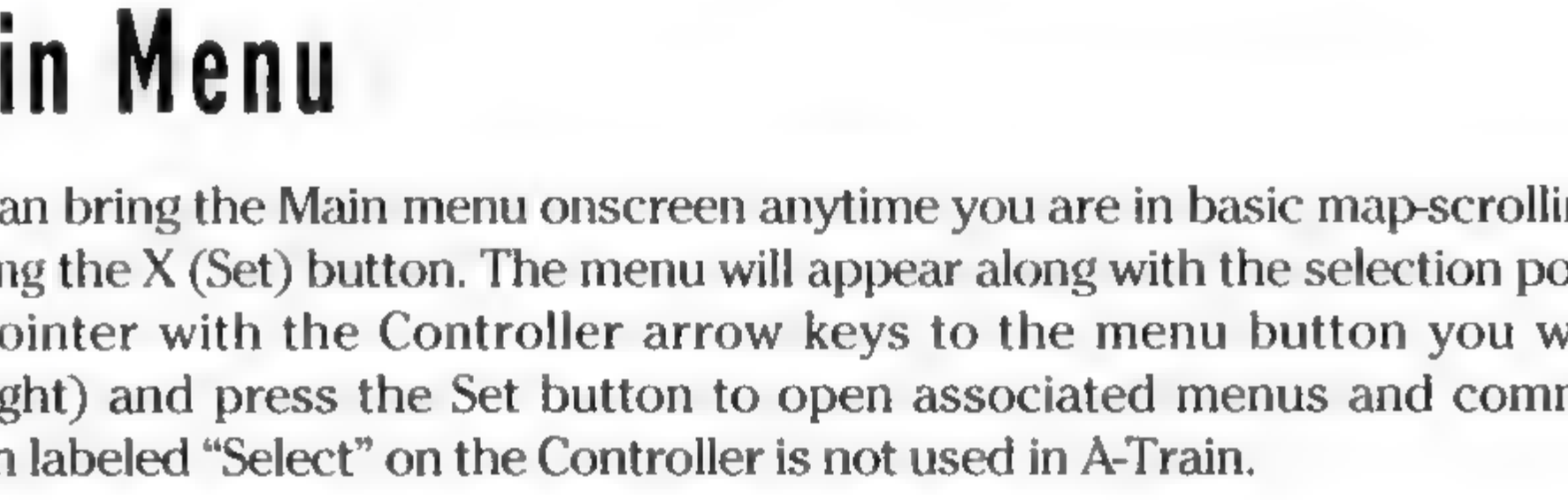
In an actual game, the command functions and consequences are complexly overlapped in their dynamic promotion of town development. It will take a good deal of trial and error—and careful observation—to develop a map with skill and style. Mastering the commands explained below will, of necessity, precede your ascension to rail emperor.

Read through this Commands section and then experiment with placing track, trains, buses and subsidiaries on the default map. When you get the hang of that, check out the Bank and Stock Market manual sections to expand your game capabilities. When you're ready for some real challenges, check out the other scenarios. There should be enough to keep you busy until trains are in place on the moon!

Main Menu

You can bring the Main menu onscreen anytime you are in basic map-scrolling mode by pushing the X (Set) button. The menu will appear along with the selection pointer. Scroll the pointer with the Controller arrow keys to the menu button you want (it will highlight) and press the Set button to open associated menus and commands. The button labeled "Select" on the Controller is not used in A-Train.

Press the Circle (Cancel) button to back out of open menus (to any previously opened menu), all the way back to the active map display.



Main Menu

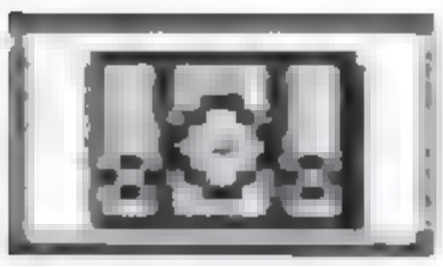
The Main menu contains eight buttons that when opened will display their associated command menus and tools. You can move any onscreen menu or window by scrolling the pointer to where you want the window to go and then pressing the Set button. Active map tools will often have a little window displaying the selected tool and the price for its use, which can change depending on changing land conditions.

If you want to execute a command that takes you out of the onscreen boundary (laying a long line of rail, for example), press the R1 button on the right-hand top side of the Controller while you are pressing the directional arrow scrolling button to continue moving the pointer in the desired direction. The game will pause while you are using most of the game commands (the game clock will often be replaced by the small window displaying a tool's icon and the price for its use).

The eight Main menu buttons are the Track button, the Road button, the Subsidiaries button, the Satellite button, the Train button, the Bus button, the Reports button and the System button. We're going to examine them more in order of game importance than button order.

System Menu

Choose the System button to access file-related commands. Though it's the last button on the Main menu, we'll look at its commands first, since they have to do with more general aspects of gameplay.



System Menu

Save

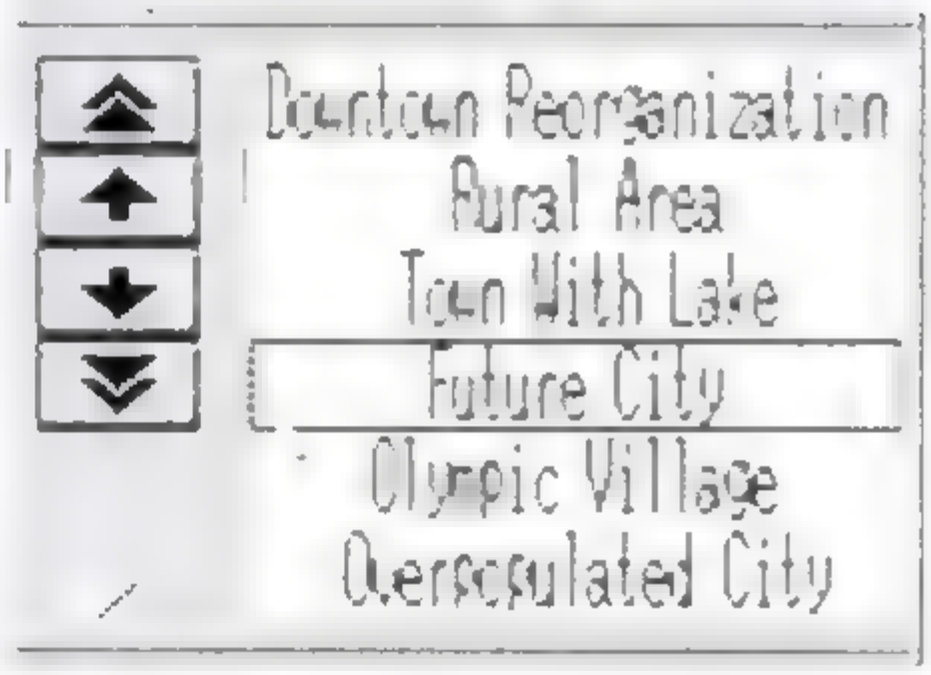
A-Train game data can be saved (and written over) by recording it on a separately sold memory card. One map can be saved per card; you can have up to two cards in the PlayStation at once, and therefore you are given the two Save destination choices in the Save window, accessed by the Controller arrow buttons. Be careful not to overwrite existing data, unless that's your intent. See your PlayStation manual for use of the cards.

Load

If there is game data stored on a memory card, you can load it and resume the game from the point of its last save. As with saving above, you can have two cards in the PlayStation as your source of saved games. Games will take a few moments to load from the cards.

New Game (Map Selection)

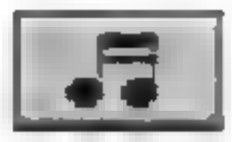
Twenty-two regular scenario maps (each with greatly varied terrain and beginning development) are available, plus those with terrain representative of the countries named in the scenario list. Select the scroll arrows (single-game increment up and down arrows and "flowing" selection arrows), scroll the choices, and use the pointer to highlight (choose) the map that you like. Push the Set button to load it onscreen. (A-Train will always load the original default scenario, Agricultural Zone, at game startup.)



New Game Window

Sound

Here you can choose the tune that will run during gameplay, or choose to tune out the tunes entirely. There are 12 musical selections. You can also toggle the game sound effects on and off through this menu, and choose stereo or mono sound.

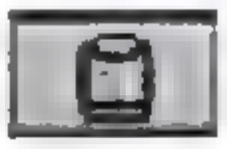


Speed

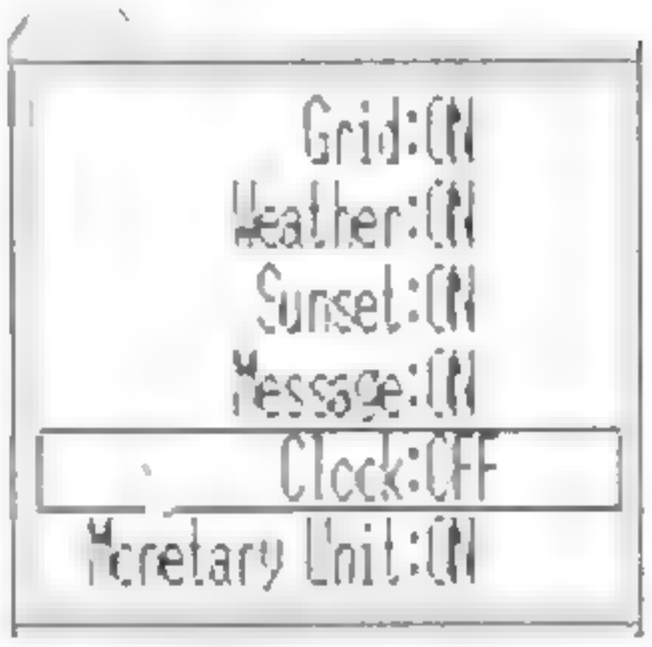
Three game speed levels are available. Your trains and game clock (and its associated game functions) will run faster or slower depending on this selection.

Options

Various kinds of special functions can be chosen here. They are all toggled on or off by highlighting them and pushing the Set button. They default to On.

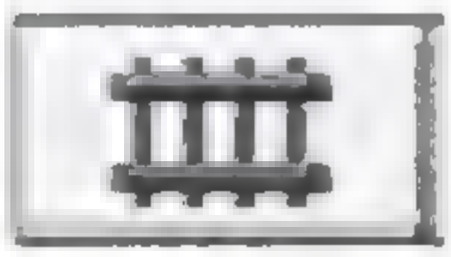


Grid	On/Off (the grid (tile) pattern underlying all map property)
Weather	On/Off (seasonal weather phenomena)
Sunset	On/Off (a day's light/dark cycling through time)
Message	On/Off (text display of breaking game events, warnings)
Clock	On/Off (display of game year, day and hour; default on)
Monetary Unit	On/Off (dynamically updated cash totals display)



Options Window

Track Manipulation and Rail Design



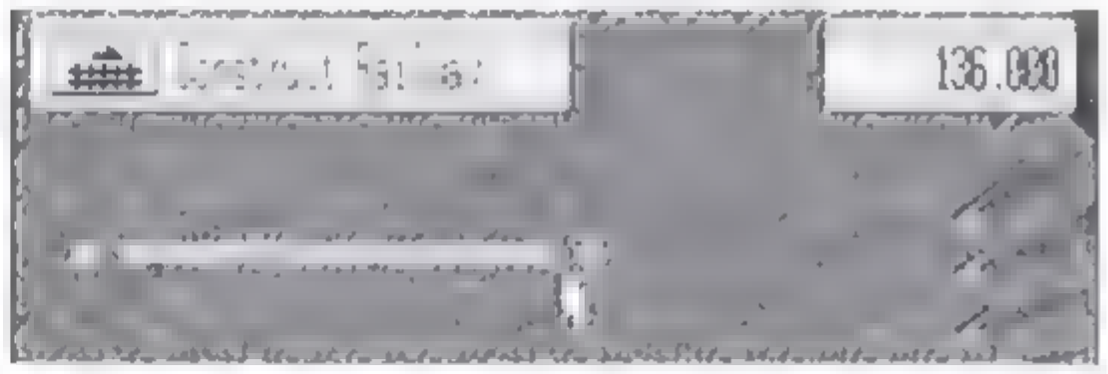
Rail design is your critical responsibility. Since the effective movement of the trains is dependent on track design, whether that track laying is good or bad greatly influences future railroad operation. There are many issues that affect how track can be positioned; study your potential track-laying terrain in advance before you place rails—it can be costly to remove them. It's best to practice with the track laying and removal tools before actually placing tracks of any length. Open the Track menu to begin your line placement.

Track Menu

Track Laying and Removal

To place track, choose the type of track you want from the Track menu. You'll see a little window displaying track type and cost (when you place your proposed line) at the top of the screen. Press the Set button on the grid square that is your starting point. When you move the pointer, a white highlighted line will appear showing you the proposed track placement. When you are satisfied with this projected rail line, press the Set button again at the spot that will be the rail ending point, and your new line will appear.

To remove track, press the Square (Remove) button with the selected track type window open. This changes the function to track removal (you'll see the tool description change). Removal procedures are essentially performed by the same operations explained above for track laying—just select the portion of track you want removed, and hit the Set button. You might have to select curved or unusually positioned sections one or two tiles at a time. Pressing the Square button again will toggle it back to the Construct Railway tool.



Proposed Track

Laid Track

Track-laying Operations at the L1/L2/L3 Levels

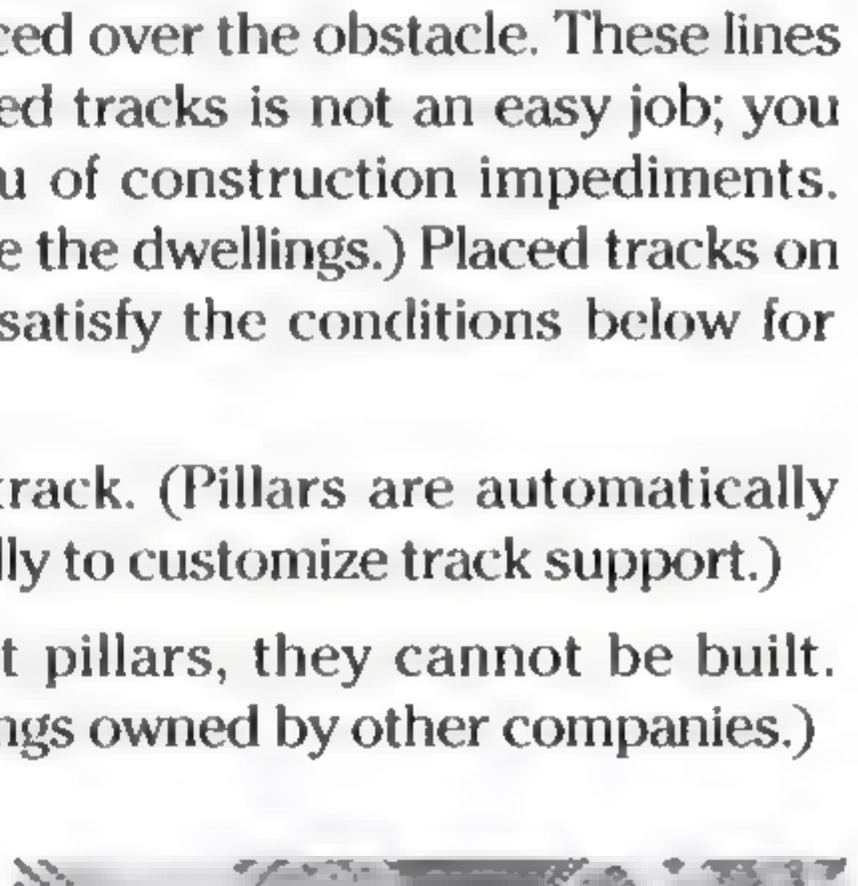
Tracks can be laid at six levels of height: B2/B1/L0/L1/L2/L3. If there are obstacles (terrain or buildings) on L1, L2, or L3, tracks can be placed over the obstacle. These lines can be convenient for your rail design, but laying raised tracks is not an easy job; you may receive many onscreen messages informing you of construction impediments. (Tracks laid over single-family dwellings will just replace the dwellings.) Placed tracks on these levels are called elevated lines, and you must satisfy the conditions below for proper placement:

1. Support pillars are necessary for an elevated track. (Pillars are automatically placed, but you can add and remove them manually to customize track support.)
2. If there are obstacles underneath the support pillars, they cannot be built. ("Obstacles" are things like hills, water, and buildings owned by other companies.)

Track Design Problems

When you are laying tracks, any buildings that are underneath the tracks are automatically purchased, allowing the tracks to be laid on your new property (you'll be charged for the purchase). However, some things can't be purchased automatically. In those cases, either go around the obstacles or comply with the purchase procedures suggested by any onscreen messages.

When laying an elevated track, support pillars are automatically created. An error message will be



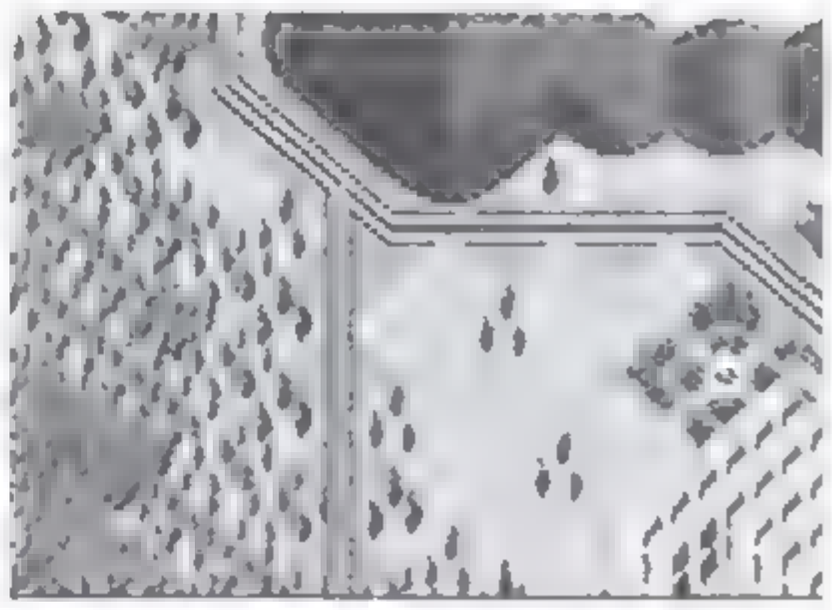
Creativity with Obstacles

displayed if you've chosen an area or an angle unsuitable for track placement. Just revise your proposed placement and try again.

When track can't be laid, it's because the proposed sites for construction of the support pillars are unsuitable. Look carefully at the proposed sites for pillar construction to confirm their suitability. (The proposed sites for construction of the support pillars are displayed by a black circle when the proposed line is displayed.)

Connecting Tracks

If you want to connect two tracks, curve or direct your proposed line so that the tracks meet at an angle. You can't overlay one track on another, resulting in two separate tracks going off on different directions, but you can link tracks so as to merge lines and shunt "sideline" trains in new directions with the Switch command.



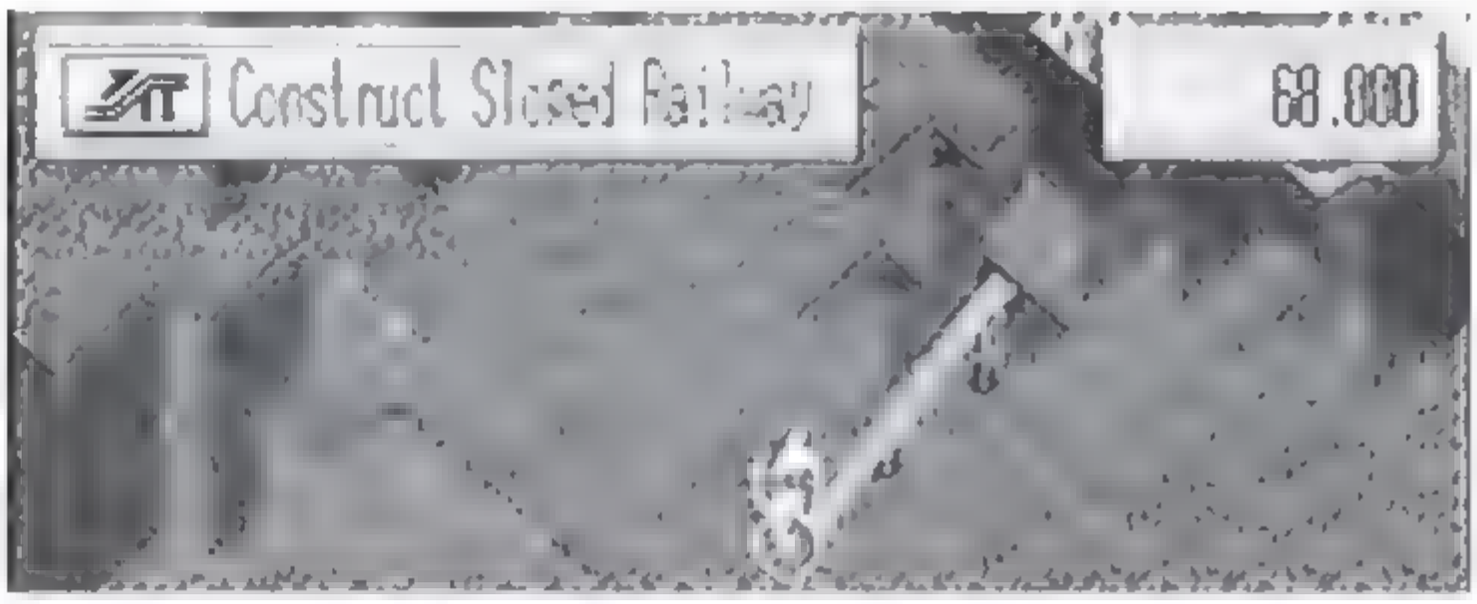
A Solid Connection

Sloped Railways (Gradients)

"Normal" tracks are used for the L1 and L2 levels. You'll need to place gradients (both uphill and downhill) for a train to run at the higher elevations. By using these gradients, underground trains also can run at the higher elevation of the "subterranean" levels.

Uphill Gradient

Choose the uphill gradient from the Track menu and designate the place where the incline will begin by pressing the Set button with the pointer in position. The proposed line (with a gradient rail) will be displayed. You can choose from the four installation directions by pressing the left or right Controller arrow keys, and confirm placement using the Set button.



Direction Options for Gradient Line

Downhill Gradient

Designate the place where the decline will begin with the pointer by pressing the Set button. The proposed line with a gradient rail is displayed, just as with uphill gradients. Choose the desired direction and press the Set button.

If you want to remove a gradient, press the Square button when the specific Gradient

Placed Downhill Gradient

window appear) and choose with the pointer the gradient rail that you want to remove. Press the Set button and the gradient will disappear. The procedure is the same for uphill and downhill lines.

Gradient Tips

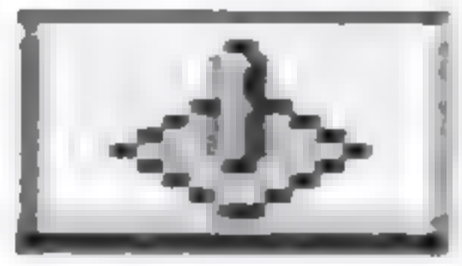
There are a number of limitations when placing gradient rail. Check out the conditions below to prevent frustration over rail placement.

1. Gradients can't be constructed if there is an obstacle under the gradient rail.
2. They can't be placed if there is an obstacle above the gradient rail.
3. You can't place gradients above L4.
4. A gradient rail going down below B2 can't be constructed.
5. Placement is impossible at B2 when there is a water surface above the line.
6. Placement is impossible at B1 where there is a mountain above the line.
7. Gradient rails cannot be created inside mountains.
8. They can't be built when there is an elevated track above them.

Columns (Support Pillars)

The manual placement of support pillars is normally unnecessary during most gameplay, but may prove useful under certain circumstances. A support pillar automatically is built every second square when laying a normal elevated track. However, you may find manual placement useful if there is an obstacle that can't be crossed, and your rail scheme requires the area in question. You may have to do some pillar juggling to get it right.

Pillar Construction and Removal



To manually build a support pillar, choose the Column command, put the pointer over the elevated track (you should see the pointer shadow below) and place the column with the Set button. To remove undesirable pillars attached to an elevated track, press the Square button, put the pointer over the pillar and press the Set button.

Relationship Between Support Pillars and Elevated Track

An elevated track will automatically disappear if there are no support pillars to carry a track's weight or position under certain conditions of elevation—trains that come to that point will just reverse direction. Under some map conditions, pillars are absolutely necessary. There are a couple of pillar basics:

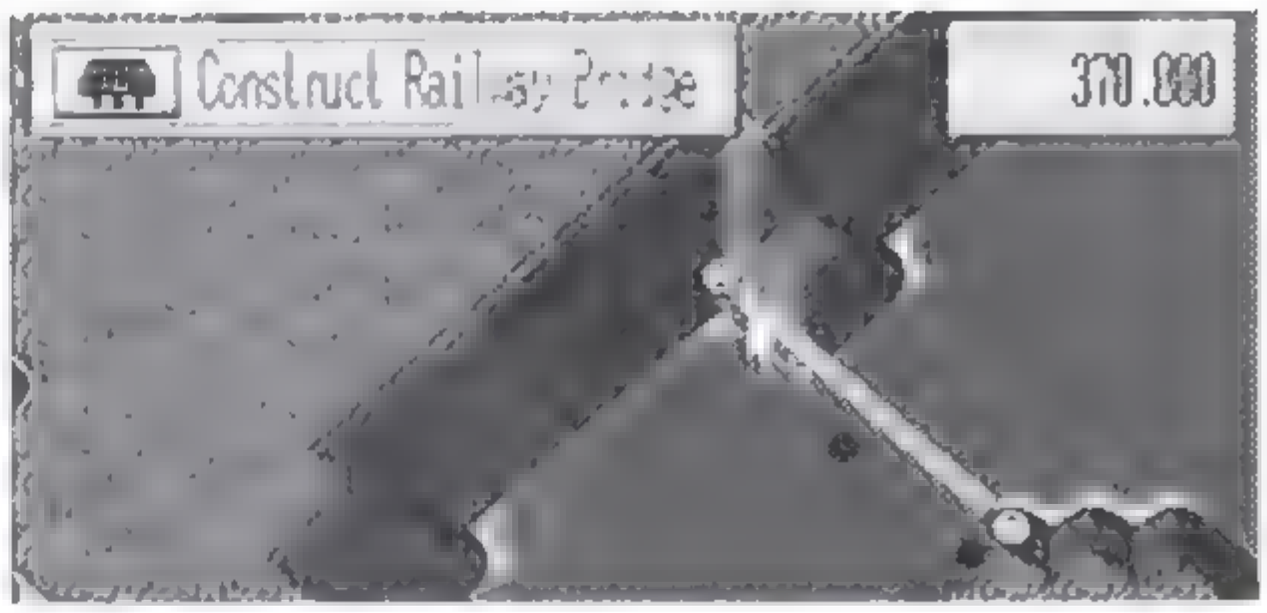
1. The amount of elevated track supported by one support pillar is two grid squares each on the right and left of each pillar.
2. Tracks with no support for more than two squares from a pillar will automatically disappear.

Railway Bridges

You can build a track over water using the Bridge command. (You can't build tracks over water with any other command.)

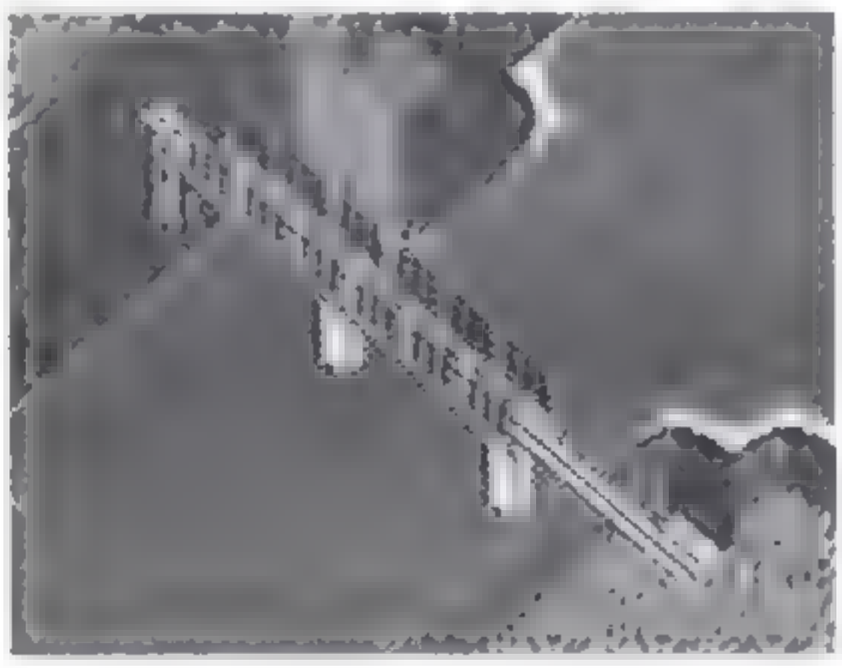
Bridge Construction and Removal

Bridge placement works like the regular track-laying command. Choose the starting point and press the Set button. When you're satisfied with the displayed (proposed) line, choose the ending point and establish the bridge with the Set button.



A Proposed Bridge

The program will only place as much bridge as is necessary to span the water, and will put track on any establishing sides. Remember, however, the bridge track cost is higher than normal track, because its price is calculated as though you were putting a bridge down with each track rail. Don't lay wasteful track using the Bridge command, unless you just don't care about your money.



Placed Bridge

To tear out your bridges, press the Square button with the Bridge construction command selected, and perform the same operations as outlined above for bridge placement.

Bridge-building Notes

Here are some bridge construction limitations:

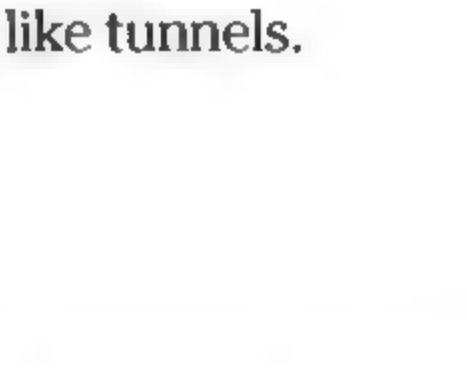
1. Bridges cannot fork.
2. Rail intersections are impossible in the middle of a bridge.
3. Railway bridges can only be built in two directions (diagonals), like tunnels.
4. You must build bridges on L1 or above.

Why Build Bridges?

There are two reasons for building railway bridges. They are needed at those points where water cannot be crossed underground, and also because the costs of those B2 level tracks can be considerable. Bridges can be an ingenious construction tactic, and can add to the beauty of any map.

Tunnels

You can build rail lines underground with the standard track-laying command, but you'll have to use the tunnel laying command in the mountains for any success there.



Tunnel Construction and Removal

Essentially, tunnel building is the same as the normal track-laying command: choose the starting point and press the Set button. You'll see the proposed line display. Choose the ending point and set your tunnel with the Set button. The tunnel will only be placed on mountain terrain; normal rails will be placed by the Tunnel command when you reach the flat land. Thus, it's not necessary for the ending point to be at the skirt of the mountain, but you are still charged for the costly tunnel track while you're using this command, so be very cautious to avoid laying wasteful track.

Placed Tunnel

To remove tunnels, press the Square button while the Tunnel command is selected, and perform the same tunnel-laying operation as above.

Tunnel-building Notes

Tunnels have particular rules concerning their use. Here are their limitations:

1. Tunnels cannot have forks.
2. Tunnels cannot have intersections.
3. Tunnels can only be built in two diagonal directions: from lower-left to upper-right and from lower-right to upper-left.

Tunnel Advice

Build a tunnel when there is a mountain that can't be crossed by an elevated track, and you need the route. There is no particular value in using them other than that. (Although they might enhance the particular appearance of your map, if that's your style.)

Stations

Clever use of stations is a key factor in A-Train success. The map's economy is concentrated at station sites, where heavy population flow occurs. It usually follows that the place where a station is built is the place from which the town will develop, and—if properly managed—flourish. There are two types of stations: the Country Station, which is small, and the Station Building, which is larger. Prices vary by size.

Country Station and Station Building Buttons

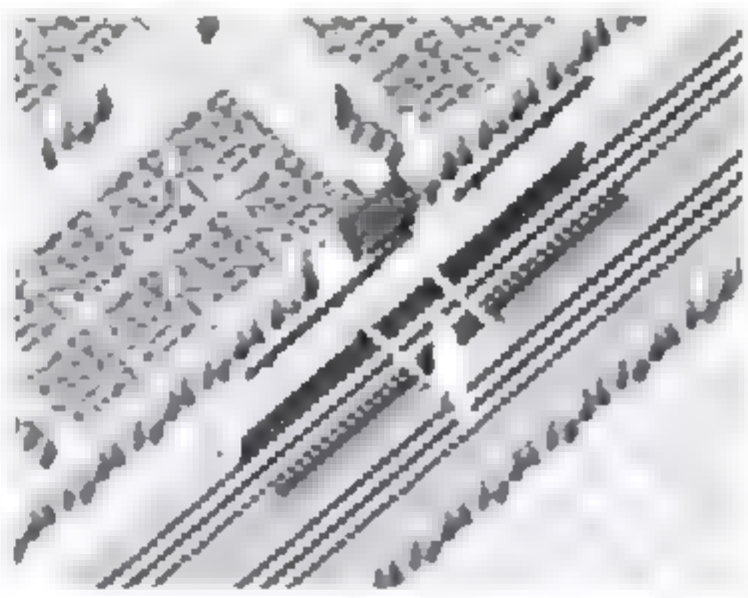
Station Construction and Removal

Put the pointer over the track at the place where you want to build a station. The proposed station (a highlighted white frame of five squares) will be displayed. Push the Set button once, and you'll see the highlighted circular arrows indicating the sides of the track the station can be placed upon. Use the Controller left/right arrows to make your site choice and press the Set button again to fix your station on the map.

Proposed Station Site

To remove stations, press the Square button while the Station command is active, put the pointer over the station that you want to remove, and press the Set button.

Note: Tracks will remain after you've removed a station.



Placed Station

Station-building Notes

Stations can be built on levels B2/B1/L0/L1/L2. However, there are some limitations to station construction. Consider station location conditions very carefully—they are expensive to place and remove.

1. A station can only be placed adjacent to five grid squares of track that continue to be extended straight in a diagonal direction.
2. There can be no fork or intersection in the squares of track used for the station.
3. Stations cannot be built if there are obstacles under or on the station land.
4. Stations can't be built on levels B2/B1 if there is a slope above the station.
5. Stations can't be built on levels B2/B1 if there is water above the station.
6. Country stations (the smaller ones) cannot be built on elevated land or underground.
7. The maximum number of platforms differs depending on the kind of station (explained in Station Expansion section below).

Station Strategies

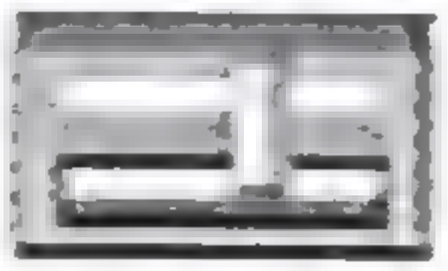
As mentioned previously, stations become the base for town development. Town development is greatly influenced by how you manage your railway through your station placements and supervision. Here are key points:

1. Station sales are determined by the number of people riding the trains.
2. Land around a station goes up in value.
3. A Station Building has more "customer attraction" power than a Country Station (but it's more expensive).
4. Development is rapid in the vicinity of a well-managed station.

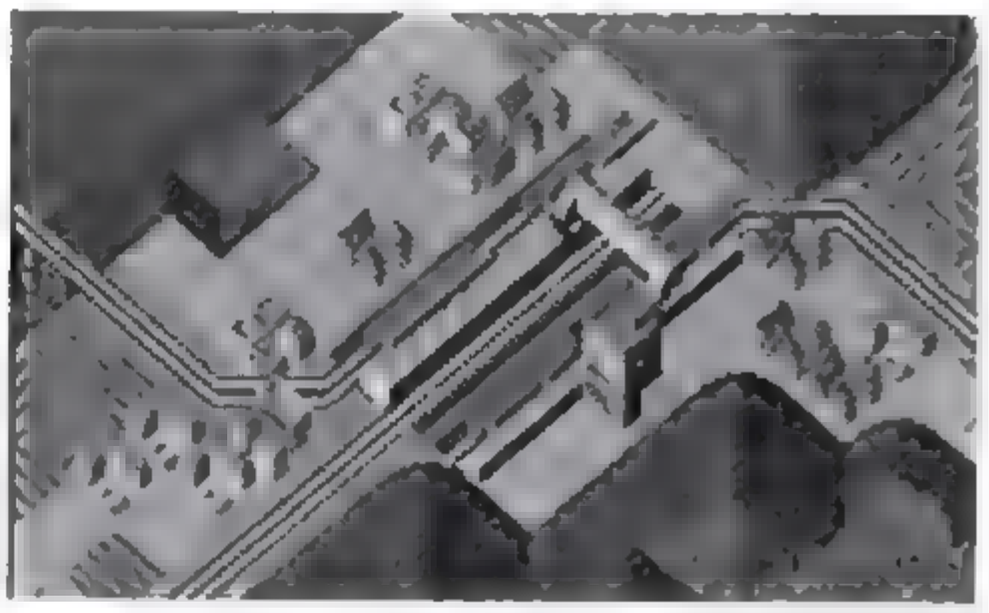
Subway and elevated stations aren't much different in their effect on development, but subway stations produce underground shops, and elevated stations produce shops that develop underneath the elevations.

Station Expansion (Platform Expansion) and Reduction

When you build a station, there is a platform for only one train. You can secure a maximum of four platforms by expanding the station with the Extend Platform command (the platform number is dependent on the station building type).



Select the Expansion command, designate with the pointer the station that you want to expand, and press the Set button. You'll be restricted to the maximum possible number of platforms depending on the station type; keep in mind costs and anticipated traffic. To decrease platforms, push the Square button after choosing the Extend command. Put the pointer over the station you want to remove platforms from and press the Set button. You cannot eliminate a station by using the Extend/Reduce command.



Expanded Station Waiting for Traffic

Station-expansion Notes

There are a number of location conditions that must be met when expanding a station:

1. Expansion platforms will be placed adjacent to Platform No. 1. Thereafter, they will be adjacent to the last-placed platform.
2. Expansion isn't possible if there is an obstacle (hills, water, buildings, etc.) at the station to be expanded. Other placement considerations:
    a. Expansion tracks must be in a straight line along the platform.
    b. Expansion is impossible if the tracks fork or intersect.
    c. Expansion cannot be done at stations with gradient rails.
3. Since support pillars are built at both ends of the expanded station in the case of an elevated station, correct conditions for building support pillars are necessary.
4. The maximum expansion is four platforms for a Station Building and two platforms for a Country Station.
5. Tracks placed with platform expansion will remain after platform removal.

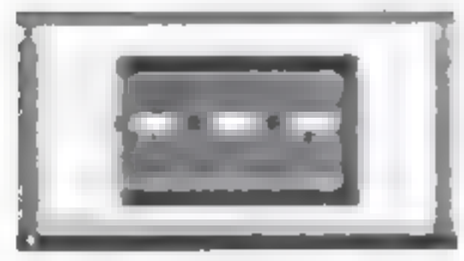
Station Expansion and Reduction Observations

Station expansion affects the number of trains that can simultaneously stop at the station. Town expansion and economic success are determined by how many people get on and off at your stations. Consequently, it's important to run a lot of trains. Obviously, a station with four platforms can have a lot more trains come through than a station with only one platform. Station expansion greatly serves in the town development. Since maintenance costs become greater with expansion, however, you should be careful about superfluous expansion. At times you might consider station reduction, if you've curtailed your train traffic.

Be sure to review the Train Service section for purchase and placement information after you have arranged a rail network.

Roads

The existence of roads is an indispensable element in the makeup of any town, and so it is in A-Train. While railroads are the star, your road enterprise can be called a supporting player.



Main Menu Road Button

Road Construction and Removal

The road-building procedure is about the same as for a railroad. Call up the Road command. Set the location that will be the starting point with the Set button. You'll see the proposed road (white line) established with your pointer movement. Set the ending point and place the road with the Set button.

Road Menu

For road removal, press the Square button while the Road command is selected, which changes it to removal. Perform the same operation as that during construction, and you'll strip your roads from the map.

Road Construction on Various Levels

It's possible to place roads at 6 levels: B2/B1/L0/L1/L2/L3.

1. Support pillars are necessary for elevated roads.
2. Road-laying cannot be done if there are obstacles under the support pillars.

Road-building Notes

In A-Train, your roads are conduits for your city buses. Buses bring economic benefits to the town, just like stations. However, there are some interesting distinctions. Land prices go up in the vicinity of roads, even without bus stops placed. The value of various kinds of businesses around roads is also boosted by this proximity, because of the obvious customer traffic. Building roads promotes the possibility of diverse development, and is a key factor in the transformation from a town to a city.

Thus, designing your traffic network so that there are efficient transit and commerce patterns is critical, and the importance of getting the initial layout correct is particularly magnified for larger and ever-expanding areas. Here are some considerations:

1. Have the roads cross at right angles. When you create roads so that they cross, the development capability of that intersection portion rises, and more buildings and other structures will be built by the program.
2. Build them near stations. When you build roads near stations, the mushrooming effect of the stations coalesces with the effect of the road placements and promotes rapid development.

Road Construction Problems

Road construction is inhibited by the same conditions as elevated track construction. Since support pillars automatically will be built when you make an elevated road, please pay attention to the positioning for support pillars when you create the road. The

proposed sites for building support pillars are displayed as black circles, just as with rail construction.

You shouldn't run into any problems with road connections; just try to maximize effective traffic consequences.

Road Gradients, Support Pillars, Tunnels, and Bridges

These elements are used in the same way for roads as they are for railroad tracks. Following are some simple construction tips.

GRADIENTS

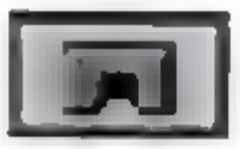
Select the Gradient command choice. Move the pointer to the place where you want the gradient to begin and tentatively set it by pressing the Set button. Next, set the direction of the gradient by the left/right arrow keys, and make the final installation with the Set button.

SUPPORT PILLARS

Select the Pillars command, position the pointer over the place where you want to build the support pillars for an elevated road, and put them in place with the Set button.

TUNNELS

Select the Tunnels command, choose the starting point with the pointer and press the Set button. Scroll the pointer to the ending point (noting the highlight of the proposed tunnel) and place it with the Set button.



BRIDGES

Select the Bridge command, choose its starting point with the pointer and press the Set button. Scroll the pointer to the proposed terminus of the bridge and set it in place with the Set button.

REMOVAL

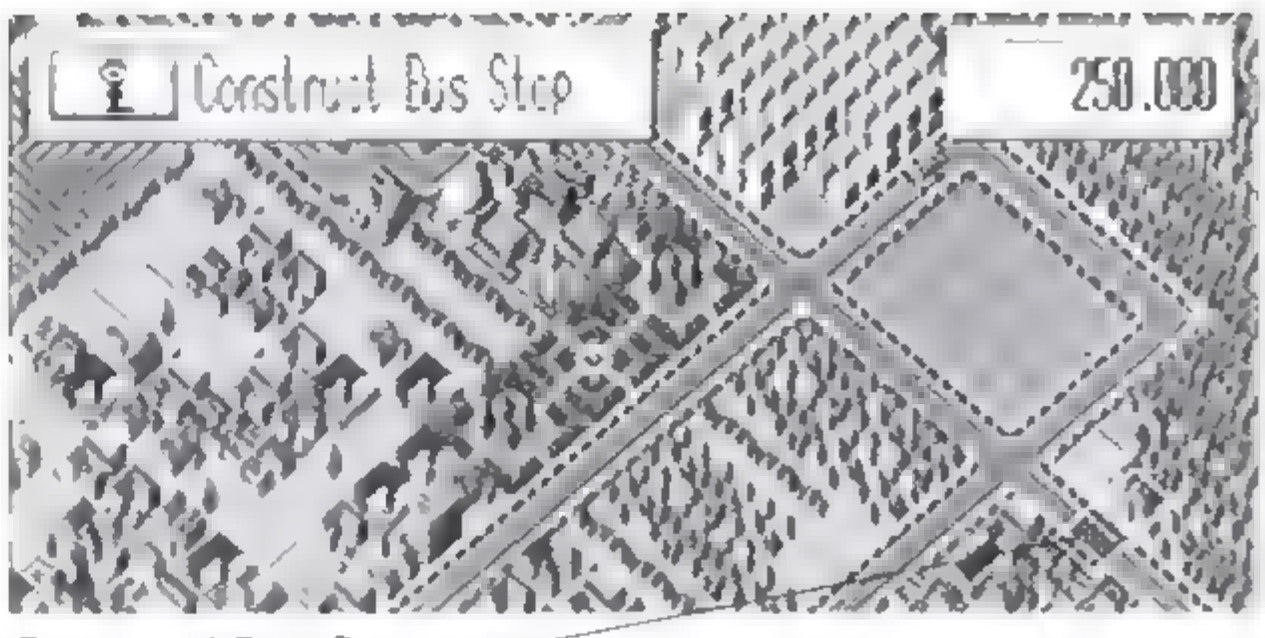
For all these commands, pressing the Square button after selection of the building command changes it from construction to removal. Thereafter, removal is accomplished by the same operation as construction. (There is no "directional" removal choice in the case of gradients.)

Bus Stops

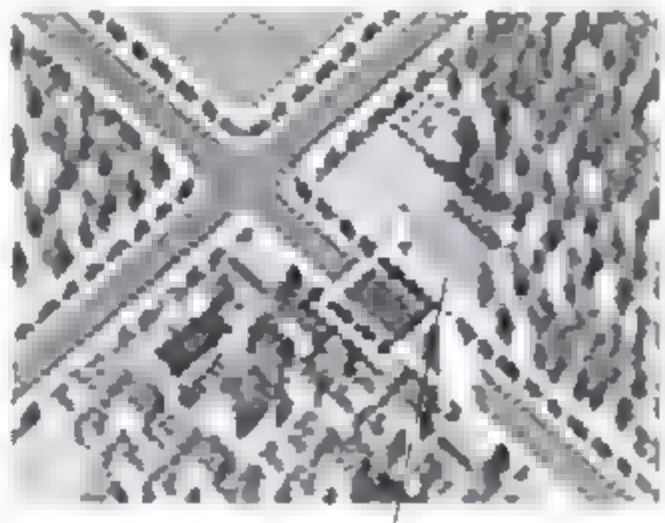
In general, the more bus stops there are on your roads, the more active the road's traffic, as long as the local population can sustain it. Skillful placement can bring big rewards. Check the Bus Service section for bus buying and placement advice after your bus transit lanes are established.

Bus Stop Construction and Removal

Bus stops are built adjacent to roads. Select the Bus Stop command, move the pointer to the road section where you want to create it, and tentatively set it with the Set button. You'll see that the proposed bus stop's position relative to the road can be designated by the left/right arrow keys. Complete the construction with the Set button.



Proposed Bus Stop


Placed Bus Stop

Bus Stop Construction Notes

Build your bus stops with the following limitations in mind:

1. Bus stops can't be built on levels L1/L2.
2. Bus stops cannot be placed if there are obstacles at the placement site.
3. If you are building on B2/B1, stops cannot be placed if there is an obstacle at the exit.
4. Bus stops can't be built on levels B2/B1 if there is a mountain slope above the proposed stop.
5. Bus stops can't be build at level B2, if there is water above the proposed stop.

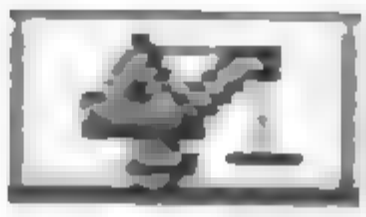
Why Build Bus Stops?

As with stations, profits are generated by building bus stops. Each person carried by a bus adds to the sales of that bus stop. The larger the number of people carried, the greater your economic success. You can use a smaller piece of land than that for stations, so they're more economical. You can even build them in conjunction with stations to enhance each other's traffic.

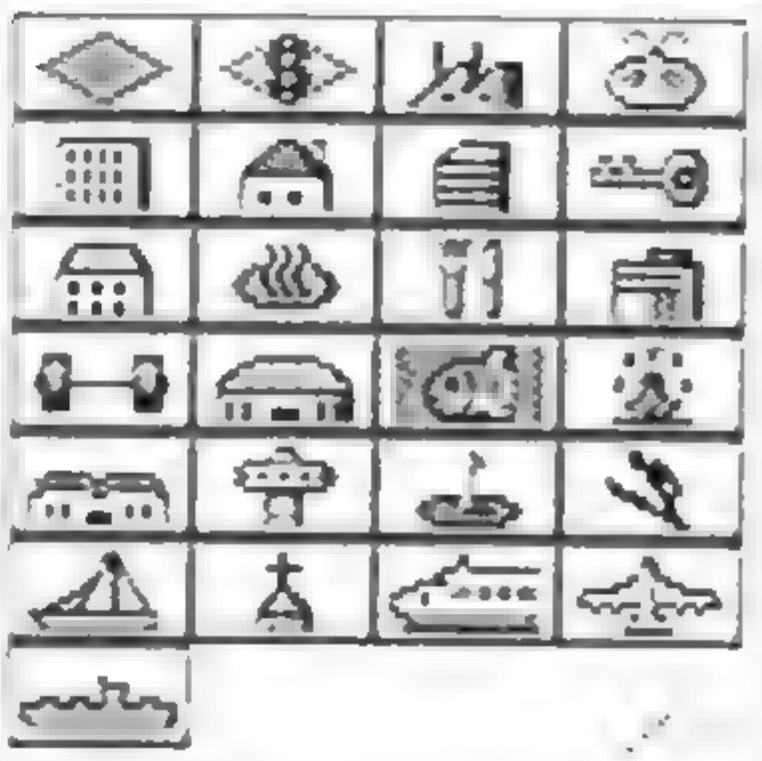
Game Structures and Properties (Subsidiaries)

Materials Storage Yard

In A-Train, you can't build any structure without materials. This materials storage yard is the place where these materials are secured, and you must put one in place to utilize the materials.



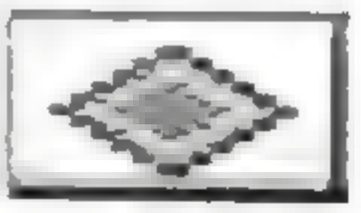
Main Menu
Subsidiary Button



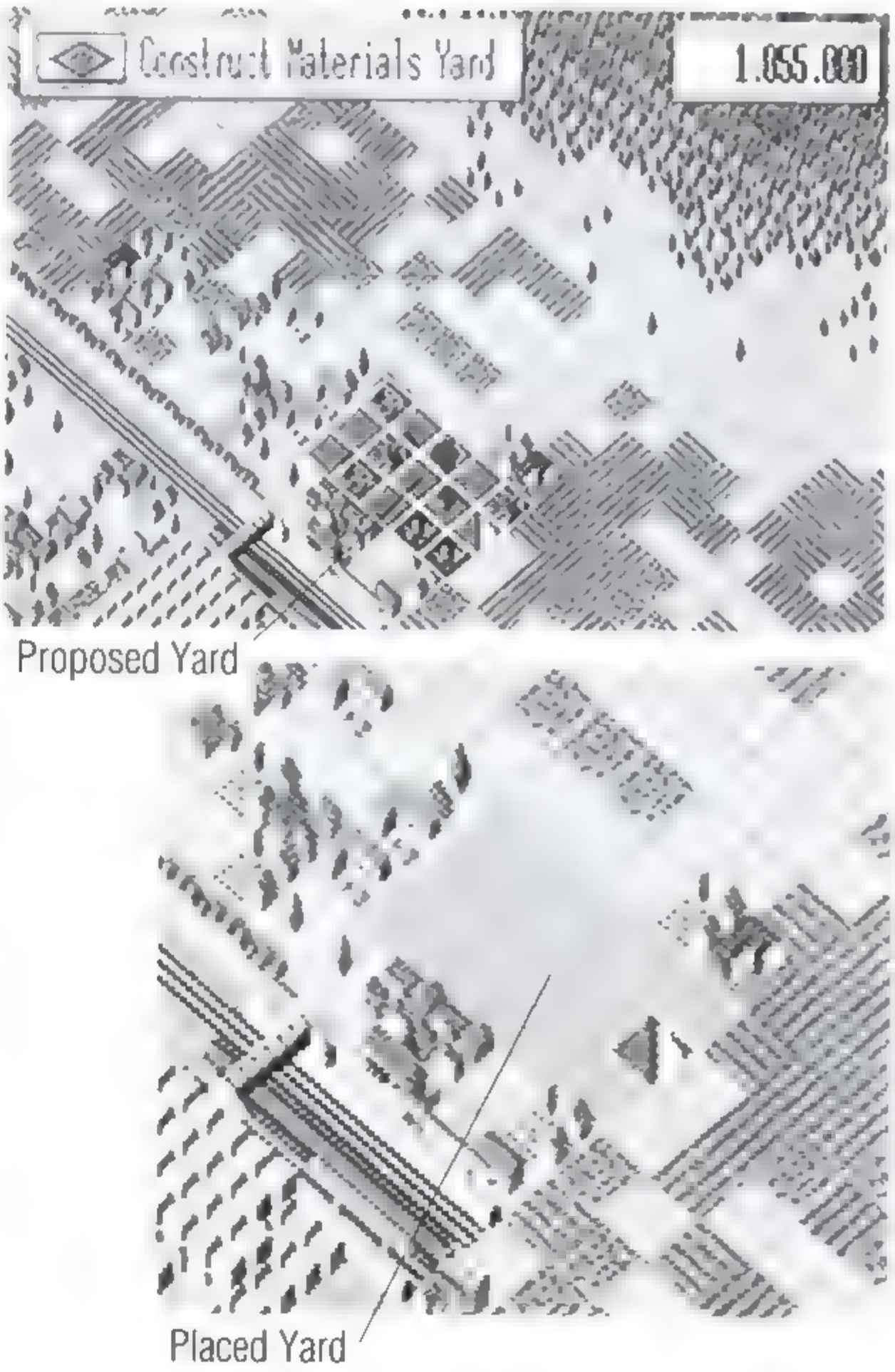
Subsidiaries Menu

Storage Yard Construction and Sale

You can build materials yards on B2/B1/L0/L1/L2. (L1/L2 yards are limited to elevated, flat ground—no yards on sloped tiles.) The materials placed in this storage yard are used freely by the people in the town. Of course, you can use them also, you lucky pup.



Select the Construct Materials Yard command, move the pointer to the place where you want to create the yard, and set the starting point with the Set button. When you move the pointer, the materials storage yard proposed for purchase (white frame) will be displayed. Once you're satisfied with its width, complete the purchase by fixing its end point with the Set button. Any land or existing buildings that can be purchased automatically are selected at the time of purchase—land that cannot be purchased remains unselected. (Storage yard land you purchase will be outlined in a lighter color than land under other ownership.)



Proposed Yard

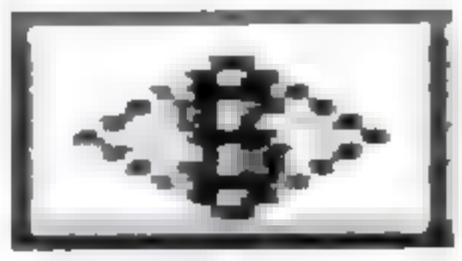
Placed Yard

If you want to sell your storage yard land, press the Square button after selecting the Materials Yard construction command. Then, select the sale land starting point with your pointer, and bound it by selecting the ending point, using the procedure you used to buy it. Press the Set button to complete the sale.

Materials Storage Yard Notes

1. Yards can't be built on land that cannot be purchased.
2. No game structure can be built unless materials are nearby. Always place materials by a station, so that the freights have easy pickup and deposit, and so the-program can build your town from nearby materials.

Land Ownership and Your Rail Empire

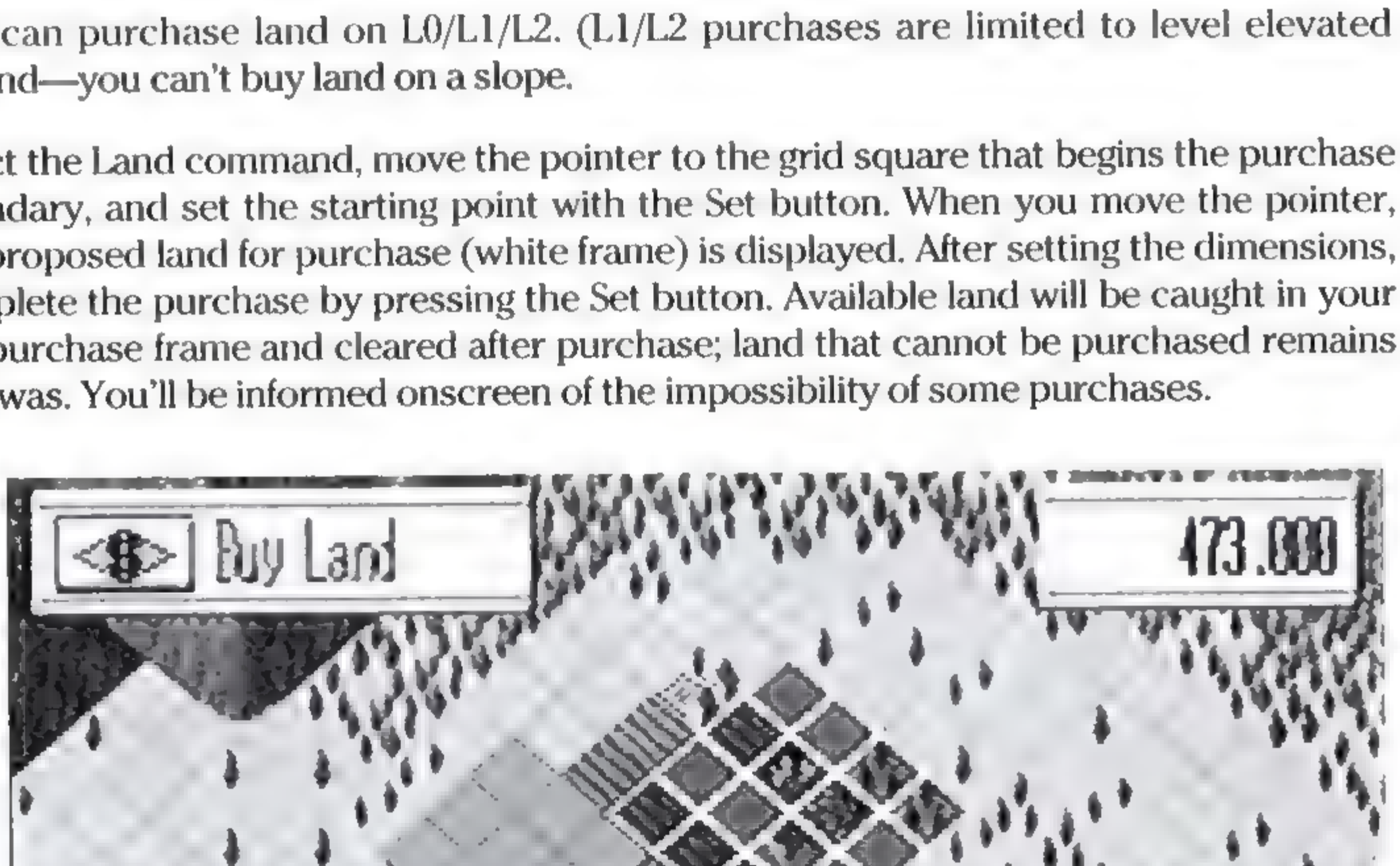


You can purchase both undeveloped and developed land throughout all scenarios. Land purchase can be a strategic gambit in the game, so keep its economic implications in mind in advance of your broad map decisions.

Land Purchase and Sale

You can purchase land on L0/L1/L2. (L1/L2 purchases are limited to level elevated ground—you can't buy land on a slope.

Select the Land command, move the pointer to the grid square that begins the purchase boundary, and set the starting point with the Set button. When you move the pointer, the proposed land for purchase (white frame) is displayed. After setting the dimensions, complete the purchase by pressing the Set button. Available land will be caught in your pre-purchase frame and cleared after purchase; land that cannot be purchased remains as it was. You'll be informed onscreen of the impossibility of some purchases.



Proposed Land Purchase

Your New Acreage

To sell your land, press the Square button with the Land command selected. Thereafter, select the sale starting point and then select the sale land's ending point, just as you did when it was purchased. Your cash reserves will rise accordingly.

Land Use Strategies

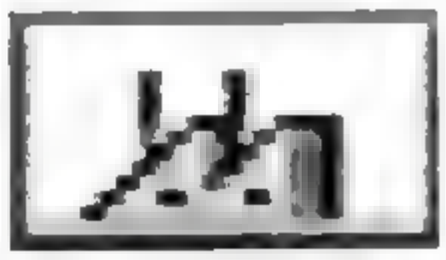
Any of your company's land that you don't build on remains an empty lot. Here are some things to consider about land purchases:

1. Purchase land in advance of development, and after land prices have risen, sell it for a profit. All land has a value, and those values change according to local conditions. If you foresee concentrating development in open areas, buy available land around your focus point before you promote development.
2. Consider land purchases in light of future track expansion. Land on which no one lives is cheap, but when you purchase tenanted land, the additional compensation for building removal makes the price absurd. When the area around a station develops, private homes will be constructed by the program in the general vicinity. When that happens, the land prices alone for extending your track will be a considerable financial burden, and considerably more if the land is occupied. In order to avoid that, secure enough land in advance.

You can boost the coffers of your rail empire with clever land management.

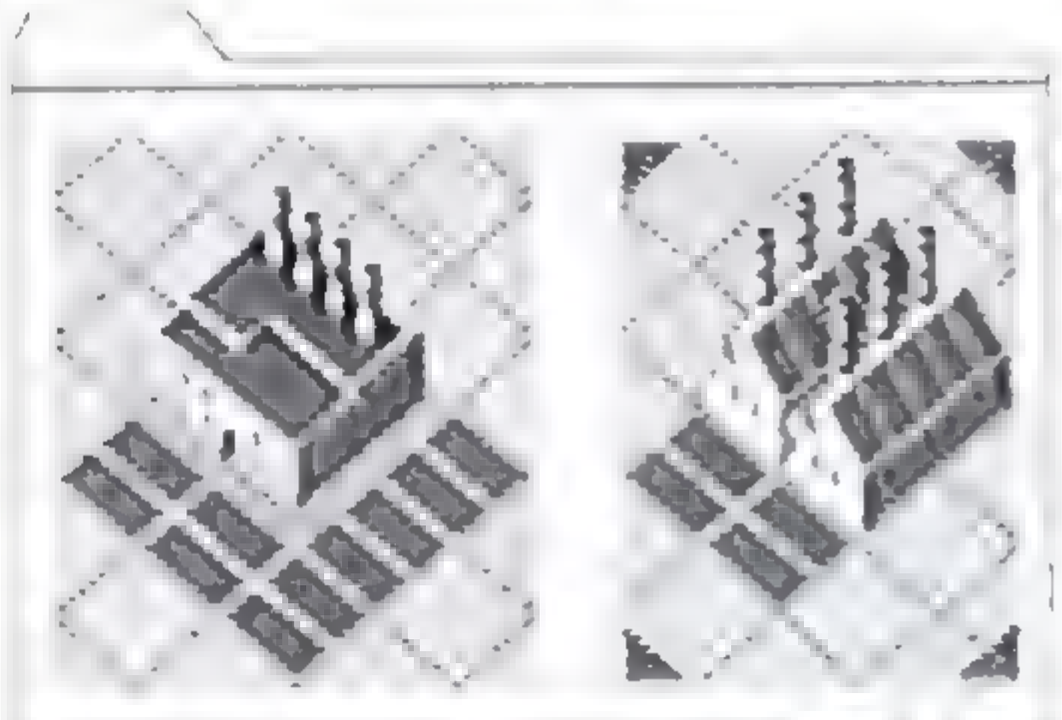
Factories

Factories create building materials necessary for the construction of all of your A-Train subsidiaries. Some subsidiaries also gain sales (and profits) by exporting materials. Factories are a particularly significant subsidiary, so pay close attention to their functions.



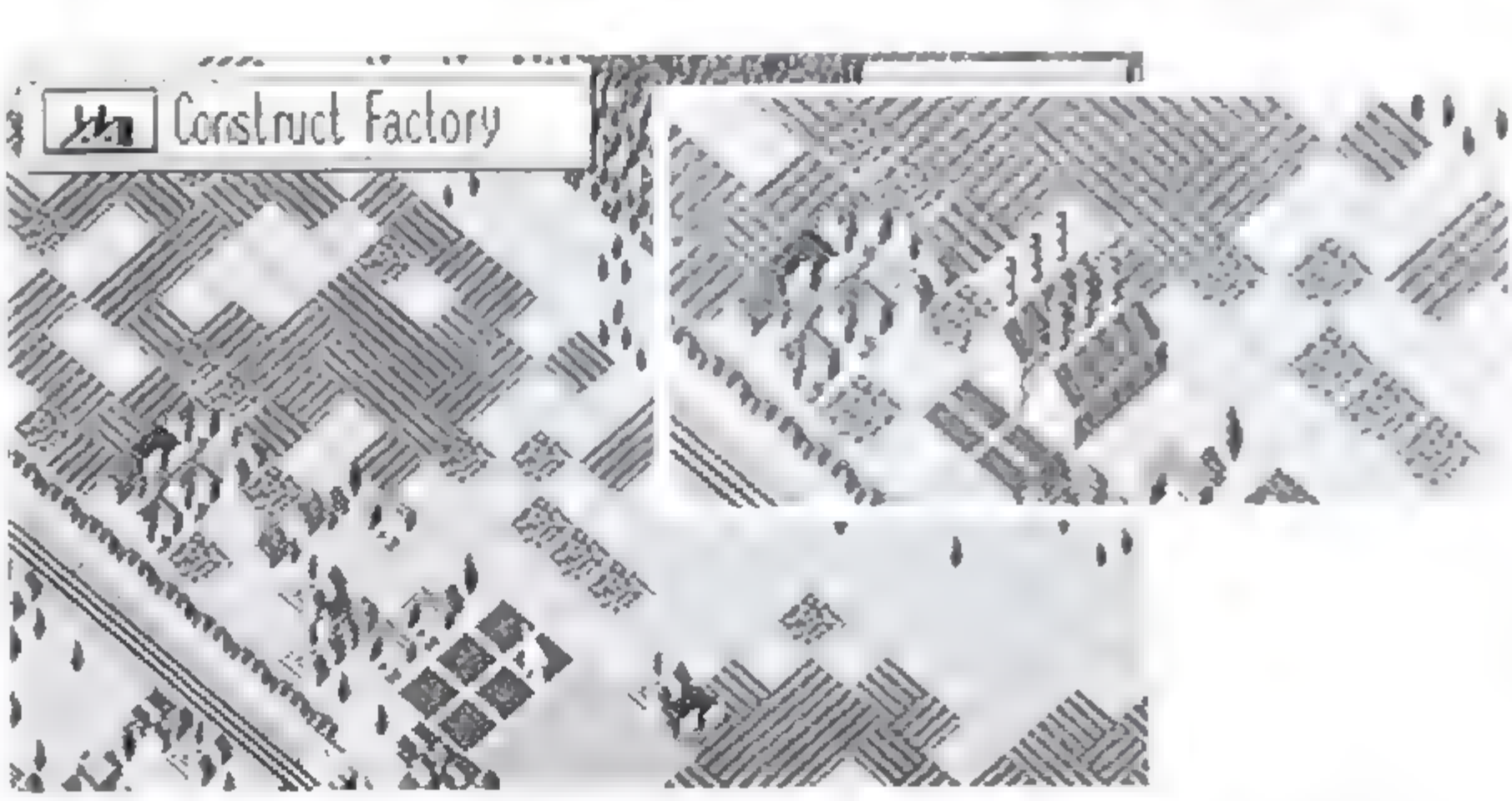
Factory Construction and Removal

Select the Factory command, choose (it will highlight) one of the two types of factories with your pointer, and press the Set button. You can move the displayed factory outline with your pointer arrow keys to the proposed map site and put those smokestacks in motion with the Set button. (Well, they don't smoke, but you'll soon see materials output by the factory.)



Factory Type Menu

To remove a factory, press the



Proposed and Placed Factory

Square button after selecting the Factory command, select the factory with your pointer and erase it with the Set button.

Factory-building Notes

The following conditions apply to factories, and almost all other subsidiaries (but there are some exceptions):

Factories cannot be built if there is an obstacle obstructing erection.

They can't be placed underground, on a slope, or on water.

Factory Strategies

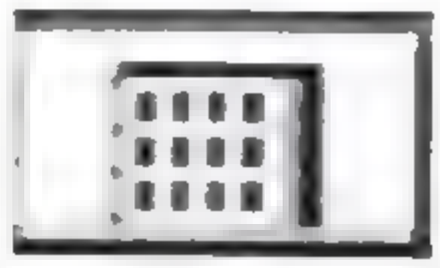
A-Train factories have the mission of producing materials, without which nothing can be built on your map. That (and their expense) should be emphasis enough for you to use them skillfully. Here's how:

1. Materials created at factories must be shipped: materials produced at a factory can't be used as is. They must be shipped from the factory using your freight trains.
2. Location is critical: When a freight train stops at a station, it carries out the materials near the station. In other words, if your factory isn't closer to a station than a rival company, your materials cannot be shipped.
3. Factories will gain no sales unless materials are shipped from the factory: You can't just pile up materials at a factory—always transport them out with nearby trains.

Rental (lease) Buildings

These types of subsidiaries produce sales by leasing rooms to corporations for all manner of business pursuits.

Rental Building Construction and Removal



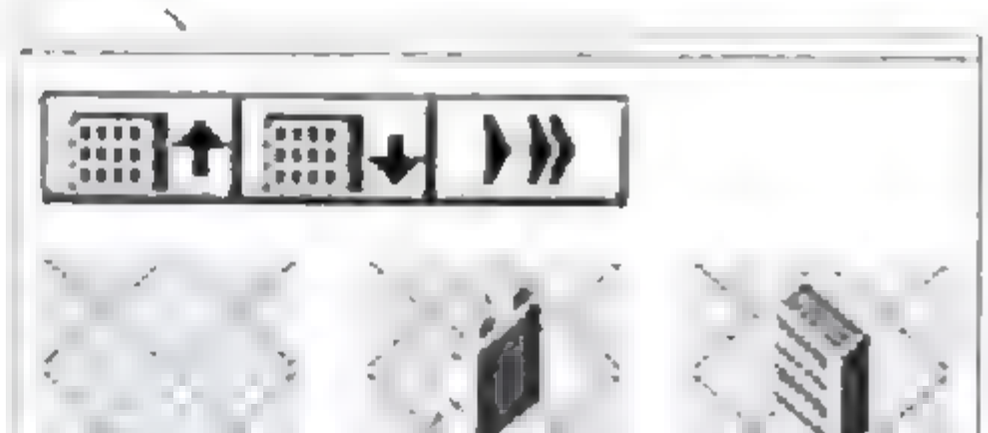
The screen here is displayed when the Construct Rental Building command is selected. Press the indicated buttons to see selection variety.

The up-arrow raises building height.

The down-arrow lowers building height.

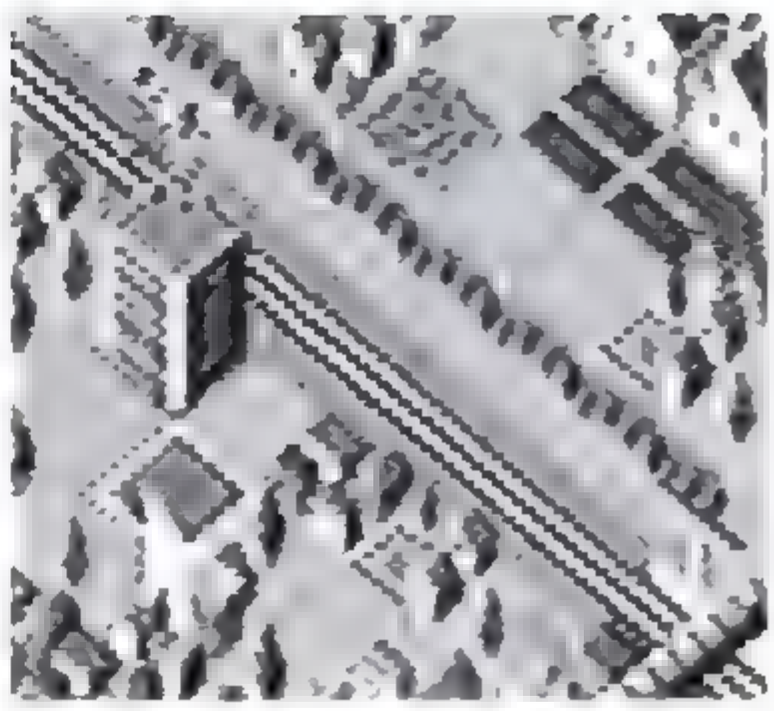
The double-arrows switch between medium-rise buildings/high-rise buildings/super high-rise buildings.

The small windows show all the available building types, and the largest is the composite of your choices.



Rental Building Menu

Once you've adjusted all the building variables, press the Set button with the pointer over the large composite choice. Put the pointer over the map construction site and place your choice with the Set button.



Placed Rental Building

Rental Building Notes

When you construct a building for lease, its support structure is built in level B1 (under the construction ground level). You'll see construction cranes on the taller buildings while they are being built to their full height. Lease buildings cannot be constructed when there are tracks underneath.

Other Subsidiaries

Here's a list of the other available subsidiaries. Building expenses vary, as do their incomes. Exercise judgment as to when and where to place these buildings, since some smaller towns won't provide the traffic (and thus the revenue) to support their construction, and they're expensive to remove.

Parks	2 types	Aquariums (1)	1 type
Houses	3 types	Amusement Parks	2 types
Condos	3 types	Pavilions	1 type
Hotels	3 types	Towers	2 types
Apartments	3 types	Golf Courses	2 types
Hot Springs Inns	3 types	Ski Resorts (1)(2)	1 type
Restaurants	3 types	Marinas (1)	1 type
Department Stores	3 types	Churches	2 types
Sports Clubs	3 types	Ports	1 Type
Stadiums	1 type		

(1) Special construction sites required (2) Operation limited to winter season

Construction and Removal of Subsidiaries

Construction:

1. Select the individual building command.
2. Choose one from among those displayed, if there are choices. (Place pointer over building and press the Set button.)
3. Move the pointer to desired place on map, and erect your choice using the Set button.

Removal:

1. Select individual building command.
2. Choose type from among those displayed, if there are choices.

3. When the proposed "construction frame" is displayed, press the Square button.
4. Put the pointer on the map over the structure you want to remove and expunge it with the Set button.

(For most of the building choices from this category, you can toggle between the Remove and Construct functions by hitting the Square button again after removal.)

Any map can contain your subsidiaries and those of other companies. Normally, those of other companies cannot be removed. However, some of these subsidiaries can be purchased, and once you own them, you can demolish them as you please.

Subsidiaries-building Notes

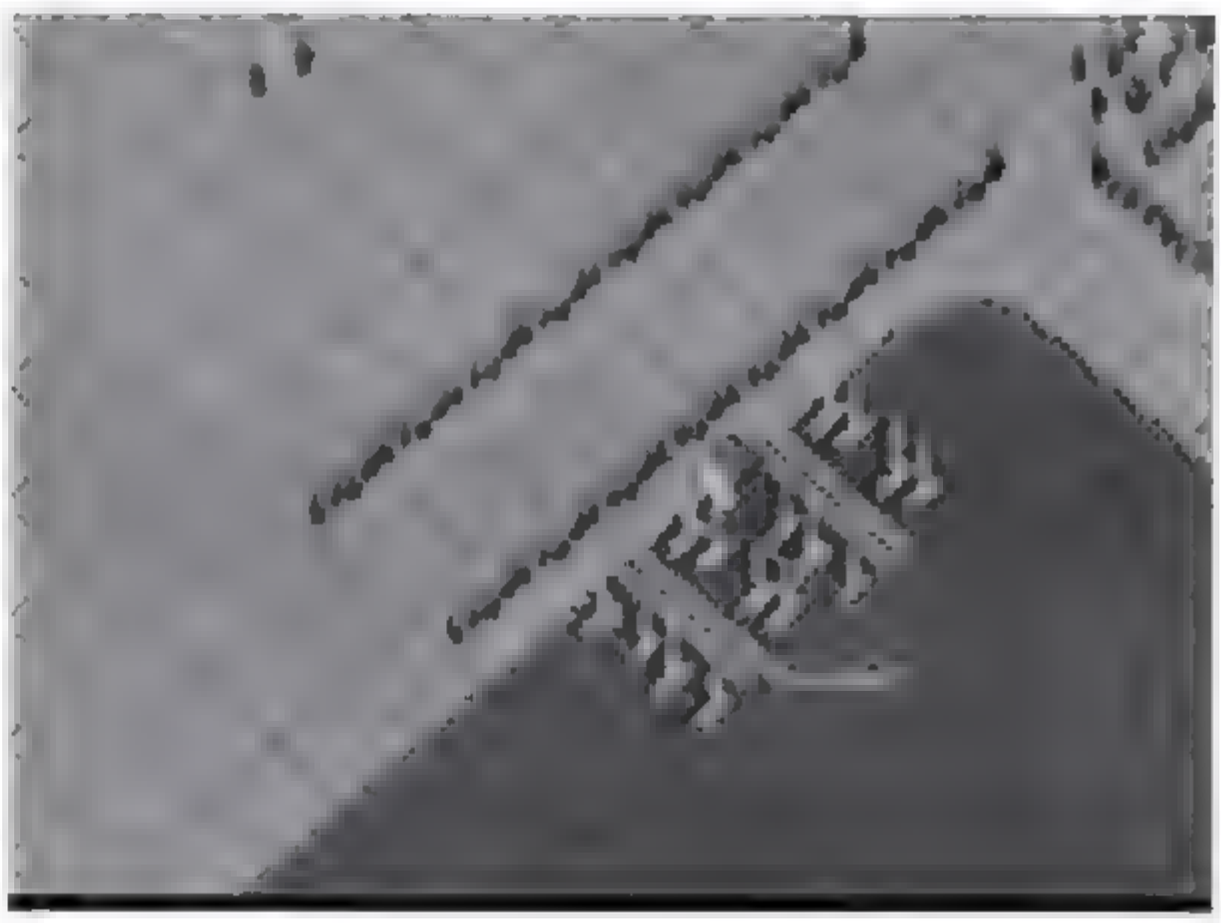
1. They cannot be built if there is an obstacle in the way.
2. They cannot be built underground, on a slope, or on water.

Subsidiaries that Require Special Location Conditions

Marinas need to be placed on water with a straight coastline.

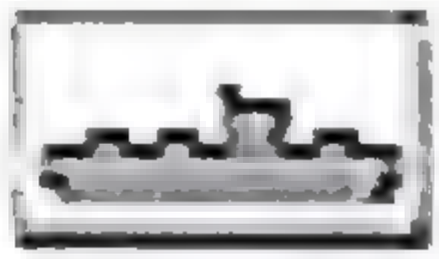
Aquariums need to be placed partially on land and partially on water. The land must have a straight coastline.

Ski Resorts are built on mountain slopes. Though they are placed on slopes, an adjacent flat area of 4 consecutive tiles is necessary.



Placed Marina

Ports



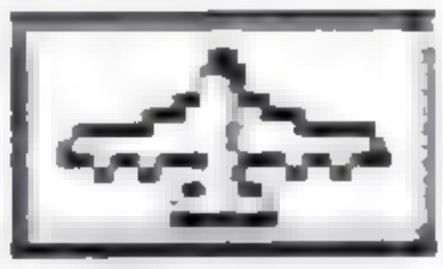
Construction and Removal: Same as for other subsidiaries.

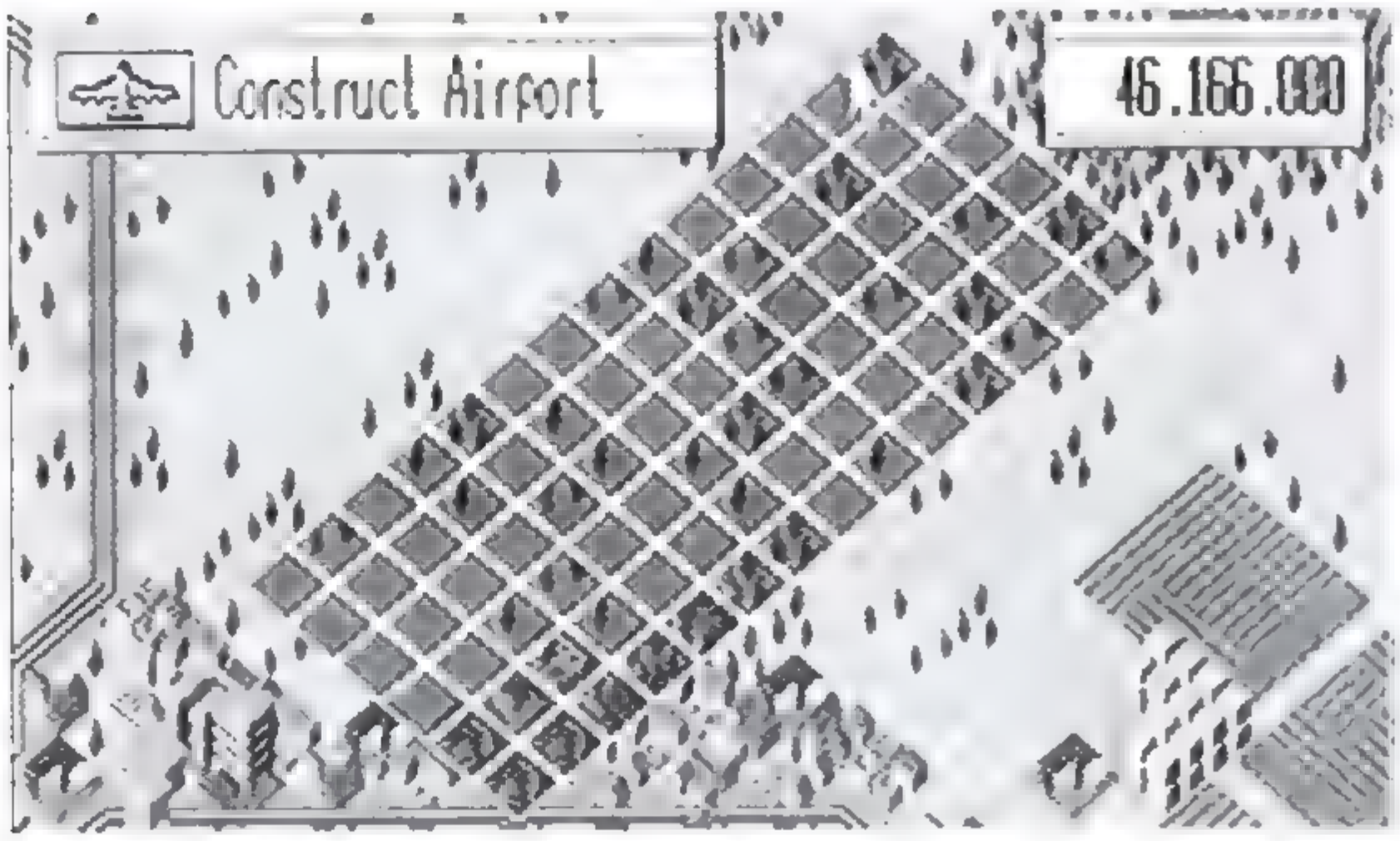
Port Game Effects: When ports are built, ships can dock there. Ships come fully loaded with materials. Since you can't export more materials than are brought in, a stable supply of materials is assured.

Port Building Notes: A port can be built anywhere that there is space on the coastline, but ships always come from the bottom of the map. Due to this, there might be cases where ships cannot arrive at a coastline that has complex recesses, or "fingers" of land and water.

Placed Aquarium

Airports



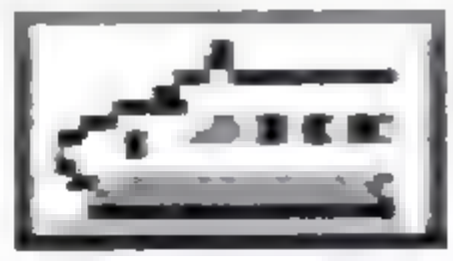


Proposed Airport

Construction and Removal: Airports are built and removed like all subsidiaries.

Effects Exerted by Airports: Airports are the largest subsidiary in A-Train—a huge budget, materials, and land are necessary. The income gained is inadequate for that amount of collateral, but if for tax purposes (because of excess funds) you have to build an airport, you might enjoy the incoming planes.

Bullet Train (Shinkansen)



The bullet train is a project of great importance, and a scenic boost to any map. The bullet train is very expensive, but building one indicates that your map is your oyster and you're going to eat heartily. The obstacles on some maps will prevent you from building a Shinkansen.

Proposed Track (map diagram): This is a reduced diagram of the whole map. Use the directional arrow button to select a basic direction, and then move your pointer on the map (moving the highlighted proposed line) to the map position where you want the bullet line placed and press the Set button. Press the OK button (the signed contract icon) to begin the line.

Number Total: This is an estimate of total cost, which appears after you position your line. Construction differs from regular track placement, in that if you decide to start construction on a bullet train, the track is built gradually from the edge of the map, then it goes off on the opposite edge. This estimate attempts to price that action.

Planned Bullet Train Construction

Bullet Train Notes: When your train actually begins running, you'll get some warm onscreen congratulations. A bullet train only moves from right to left on the map. Bullet trains are built on the L2 level. Obstacles such as mountains can be accommodated by tunnels, but construction stops if there are obstacles such as buildings—bullet trains won't appear. Pressing the Square button with the "build bullet train" active will let you build a magnetic levitation train—very fast, very expensive.

Subsidiaries in Gameplay

Some profit will be produced by the subsidiary itself (there are various location conditions, and individual differences), but they are also a trigger for town development. Therefore, their use has a significant game function.

Population Increase

All scenario maps have a variable default population, but your skillful play can encourage residents to take up quarters all over the map. If you provide a congenial environment, such as by placing condos and department stores, the town can develop quickly. Waiting for the program to produce single-family homes can take longer.

Boost Your Earnings by Transit Plans

The railroad and buses produce profits by passenger traffic. Build places in the town where people congregate and have them use the railroad or bus lines to come and go. Things like amusement parks and golf courses can draw crowds, though you should have a base population first.

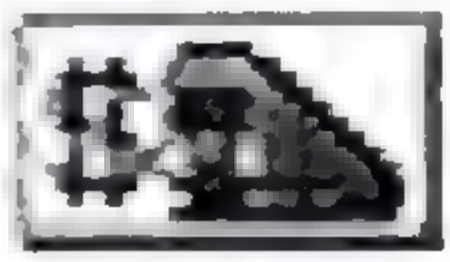
Appropriate Seasonal Subsidiary Use

A ski resort is active only in the winter season. They will run at a deficit in the summer season, but there are quite a few customers who use it in winter. You can make efficient use of these patterns, perhaps by using special trains for their traffic, just in the winter season.

Pay attention to specific subsidiary incomes over the course of time by reviewing the financial reports; you'll learn which ones can most pragmatically contribute to your empire. See the Report Windows section in this manual for elaboration.

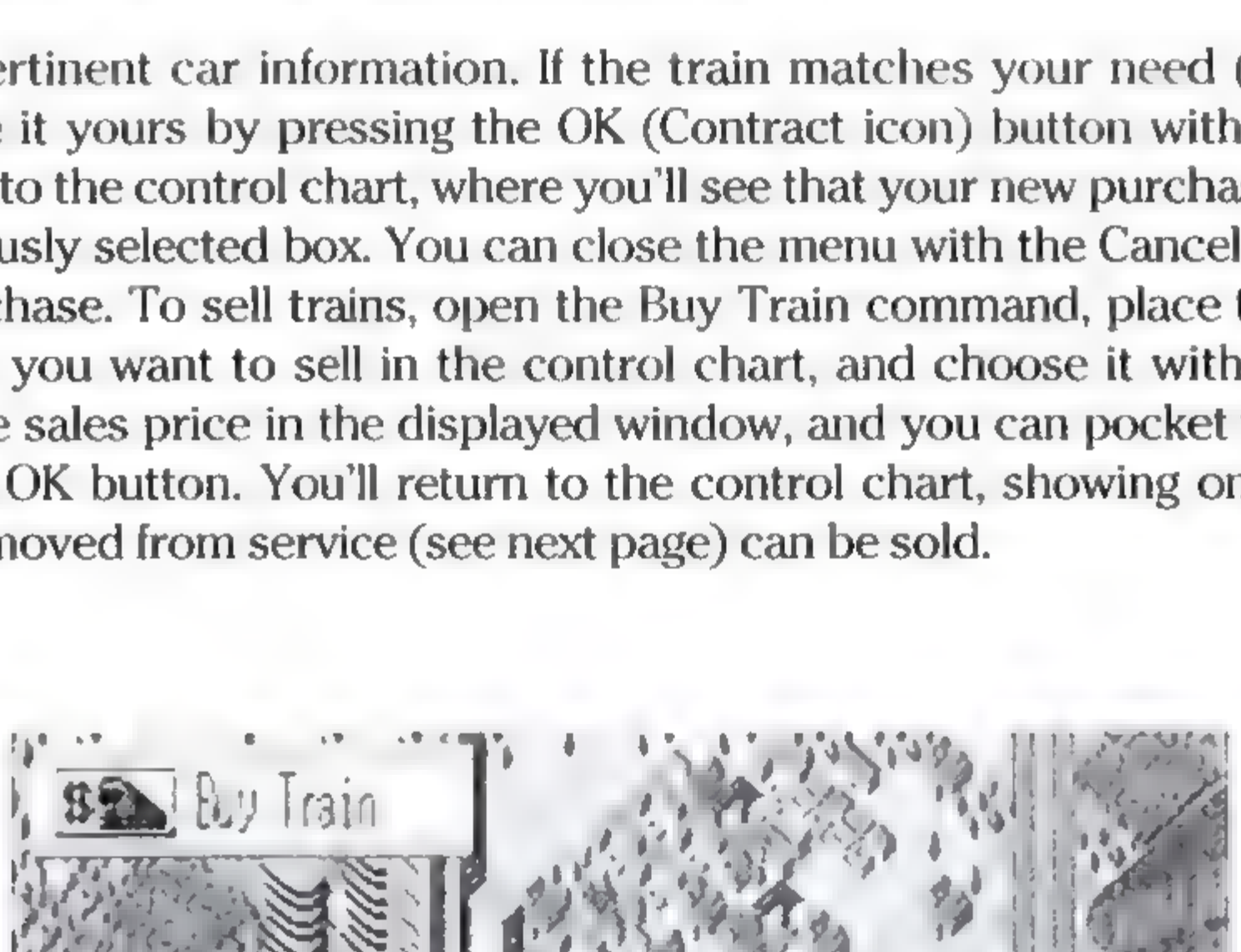
Train and Bus Service

Purchase and Sale of Railway Cars

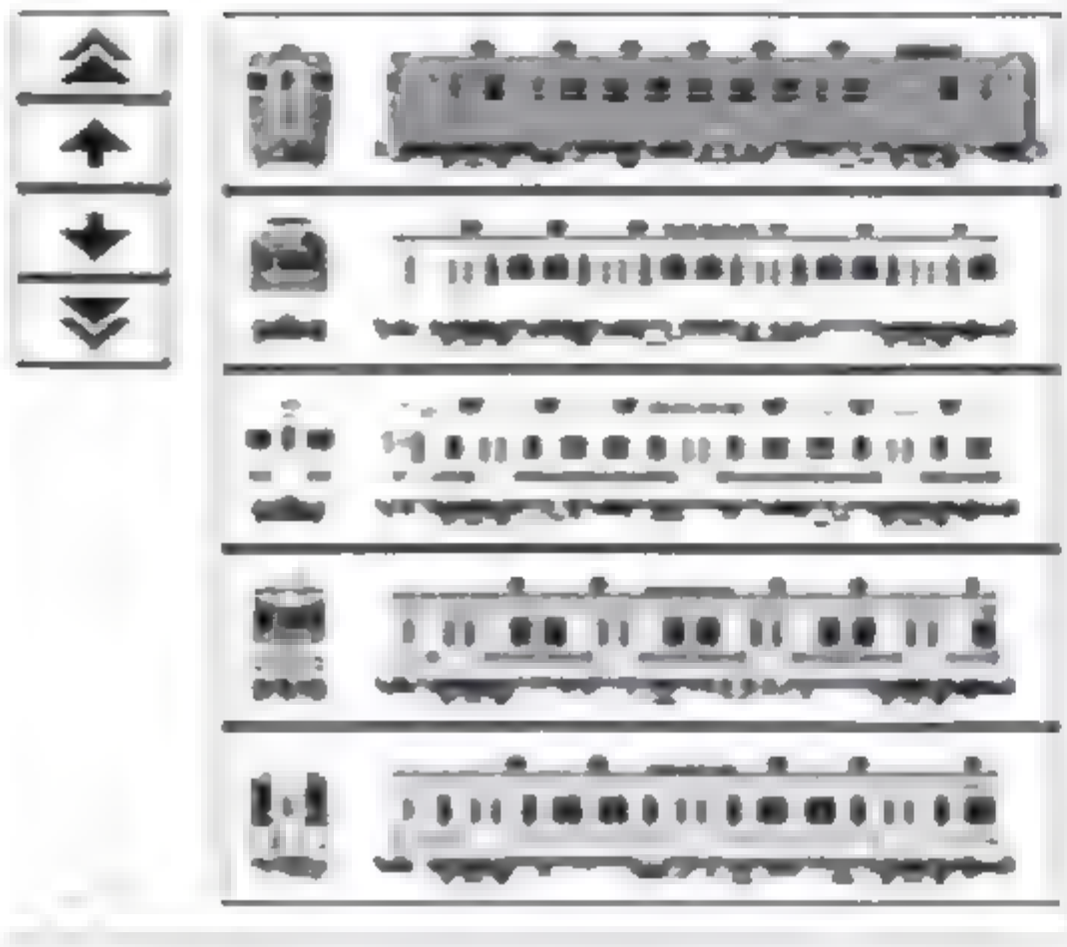


When you select the Buy Train command, a train car "control chart" is displayed. You begin the purchase process by placing the pointer over a blank space in the control chart and pressing the Set button. You'll see the Train Selection Window, which can be scrolled using the arrows on the top-left using your Set button. Find the car that appeals, highlight it with the pointer and press the Set button.

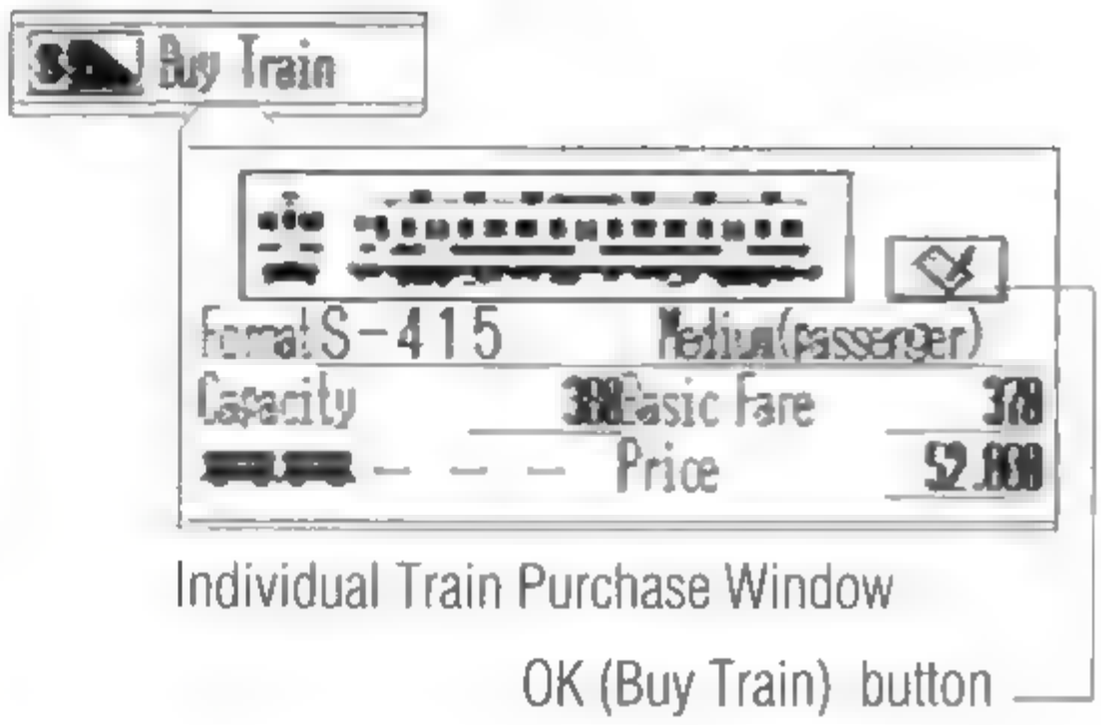
You'll see pertinent car information. If the train matches your need (and your price range), make it yours by pressing the OK (Contract icon) button with the Set button. You'll return to the control chart, where you'll see that your new purchase has appeared in the previously selected box. You can close the menu with the Cancel button or make another purchase. To sell trains, open the Buy Train command, place the pointer over the train car you want to sell in the control chart, and choose it with the Set button. You'll see the sales price in the displayed window, and you can pocket those dollars by pressing the OK button. You'll return to the control chart, showing one less train car. Only cars removed from service (see next page) can be sold.



Train Control Chart in Buy Train Mode



Train Selection Window



Individual Train Purchase Window

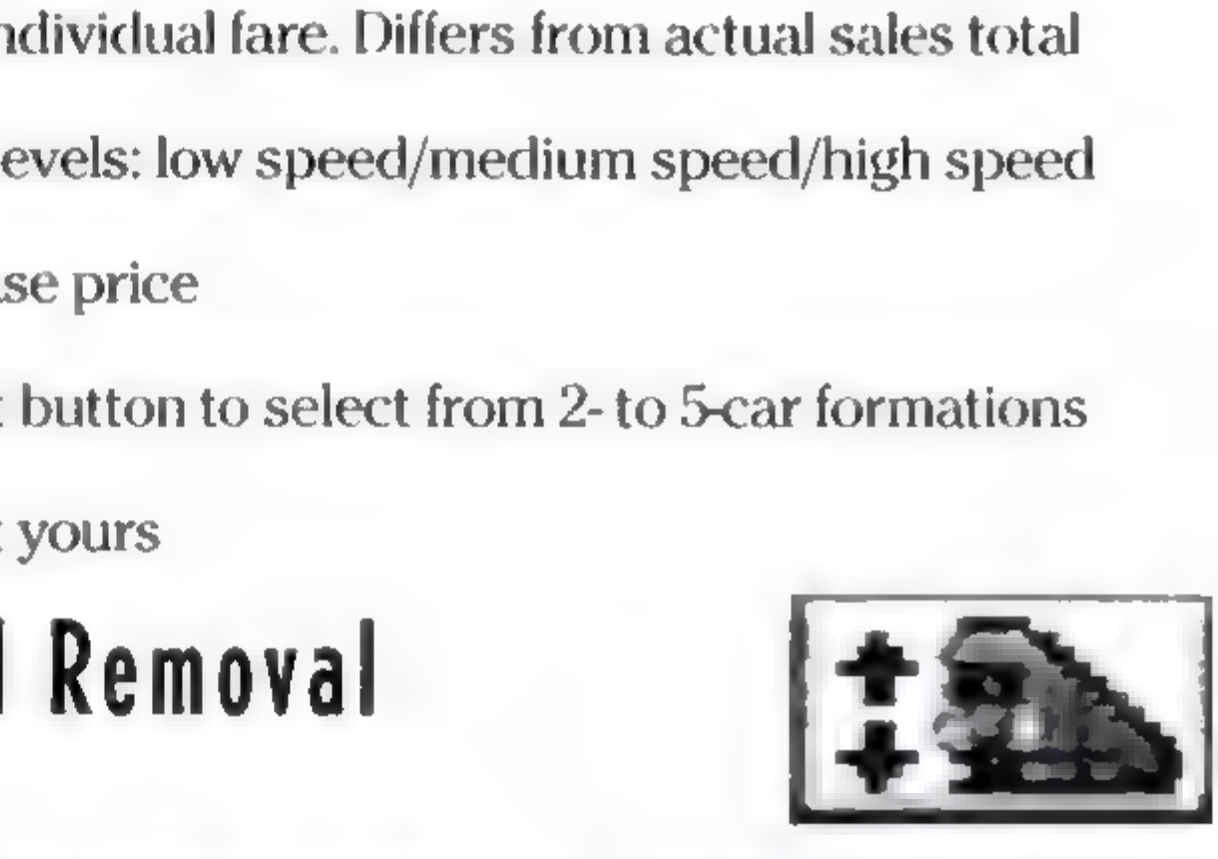
OK (Buy Train) button

PURCHASE WINDOW VARIABLES

Format	Train Type
Capacity	Default capacity of 1 train car
Basic Fare	Basic individual fare. Differs from actual sales total
Speed	Three levels: low speed/medium speed/high speed
Price	Purchase price
Train car length	Use Set button to select from 2- to 5-car formations
OK (contract icon)	Make it yours

Train Car Placement and Removal

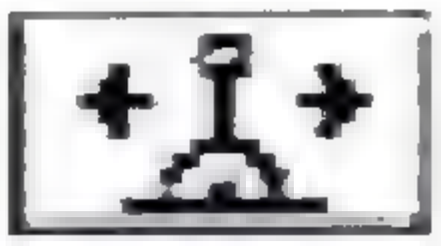
Select the Place Train command. You'll again see the train car control chart. Select the car that you want to place (put the pointer over it and push the Set button). You'll go to your active scenario map. Scroll to the track position where you want the train, and push the Set button on the selected pointer spot. You'll see your placed train with a directional arrow, oriented by the left/right arrow Controller buttons. Choose the travel direction and complete the car placement with the Set button. Look in the Scheduling Your Trains section for how to set up the schedule for your new train.



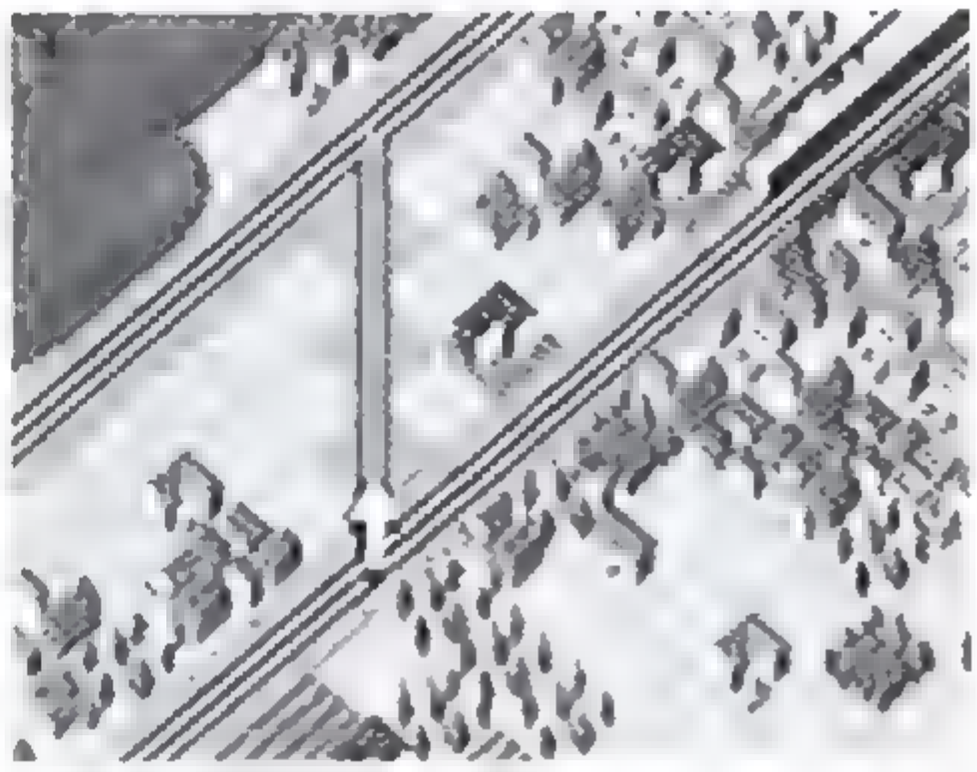
Placed Train Directional Arrow

To take a car off the map, set the pointer over the car in the train car control chart and choose it with the Set button. If the chosen car is running on the map, the map will jump to the displayed car (the game will remain paused). Put your pointer on the car and remove it by pressing the Set button. Removed cars haven't been sold; they're just inactive. You can put them back in service at any time.

Setting Switches



When you choose the Switch command, you'll see the train car control chart. Select the car for which you want to set the switch and press the Set button. You'll go to the scenario map; place the pointer over the switch site you want changed and press the Set button. You can change the car's switch direction (by way of the displayed arrow) by using the Controller left/right arrow keys. Once the switch is to your liking, record the change with the Set button.



Switch Direction Arrow

There is a default switch setting when you purchase a train car, even if the train is not placed.

Switch Facts

Your switch settings determine on which branch of a branching line a train car will run. Switches can be set for every train car so that several cars can run unhindered on the same track, maximizing your profits. Of course, you'll have to become adept with the Scheduling commands (see below) to smooth out any conflicts. Setting switches and coordinating the schedules for all of your train retinue is the greatest challenge in the game. Go to it, engineers!

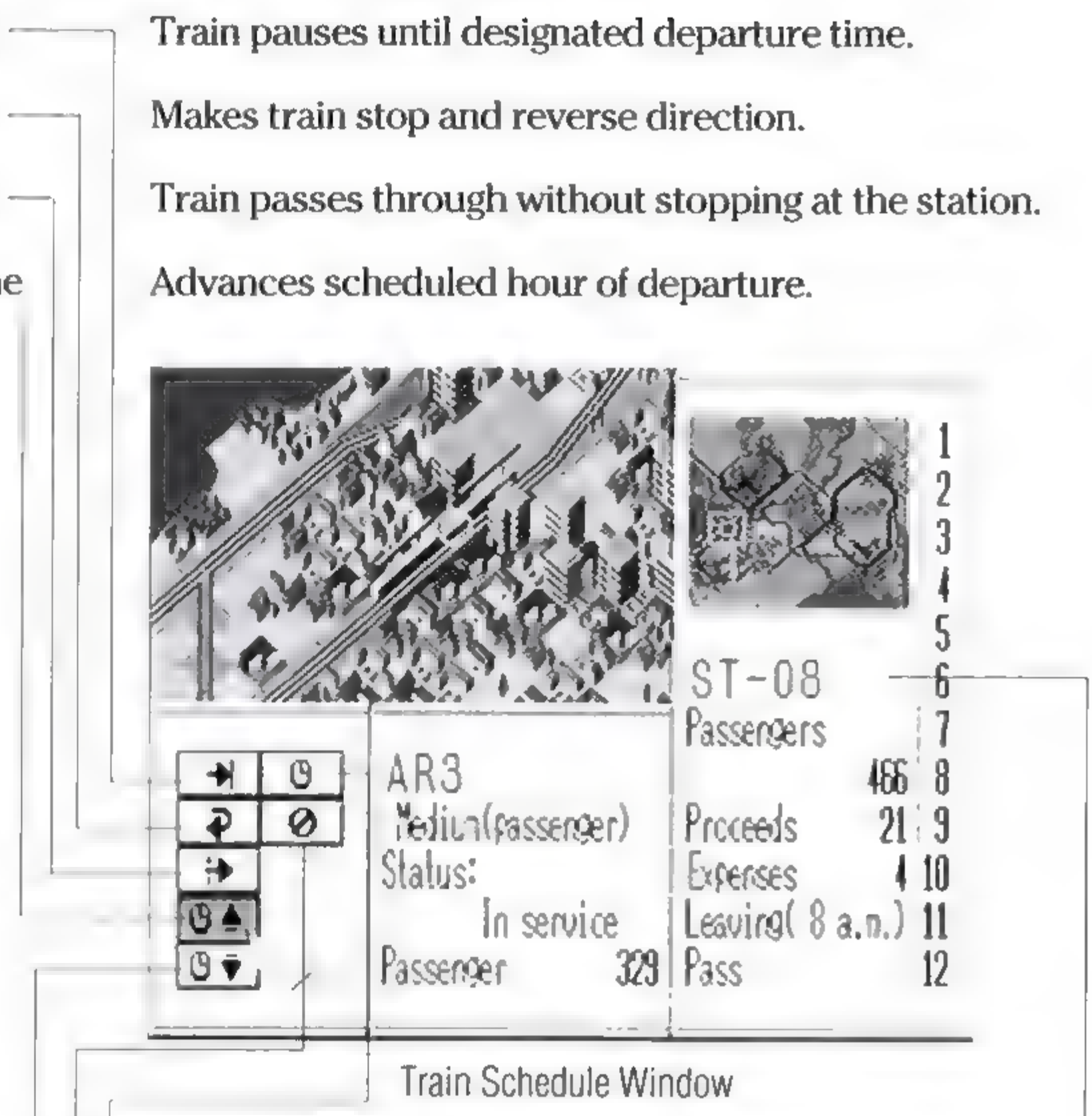
Switch Behaviors

1. Switches can't be "scheduled" for individual trains.
2. Switches that you haven't set are set by default to straight ahead.
3. If you try to set a switch that reverses the train direction, the car will continue to go straight ahead.

Scheduling Your Trains

Select the Schedule command, which brings up the car control chart. Select the train you want to schedule and press the Set button. The Schedule window in all its glory will appear. Select the station whose schedule you want to change by putting the pointer on the miniature map and pressing the Set button with the pointer on the appropriate station (represented at the highlighted cross-hair). The game map will scroll to that station. Here are brief explanations of the various commands within the window.

Train Schedule Commands



Schedule Basics

If you just use the Regular, Shuttle, Express or 1-Hour buttons, you won't need to use the clock adjustment. Trains will default to departing one hour after stopping. However, you won't realize the deeper revenues of a managed system. You should attempt to set a schedule for each train, just like for train switches. You've got to set schedules for all trains to truly manage your railway. (Freight trains shouldn't require heavy scheduling, but your passenger trains need it.) If you're running several trains on one track, you'll have to do some scheduling, because you'll run into some serious rail conflicts.

Since passenger totals change depending on the hour, it can be a waste to run passenger trains during the evening, unless you have a very busy station. Since running wasteful trains just incurs maintenance and labor costs, try and be as economical as possible. Remember that you're setting a 24-hour clock.

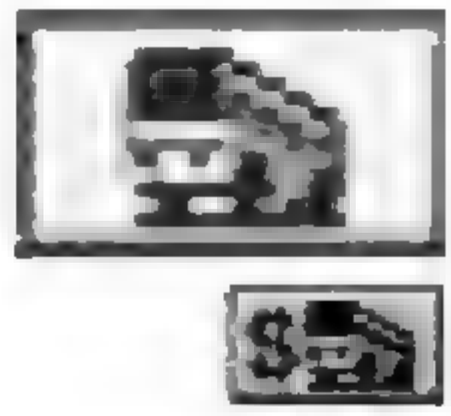
Clicking on the clock up-arrow button adjusts the departure hour up, displayed at the bottom right of the window; the down-arrow subtracts from the set hour. Once you've set the hour, use the Cancel button to leave the Schedule window.

Try and determine the ebbs and flows of ridership particular to each map area and plan accordingly. Since you can view the passenger count of each train at various times using the Satellite window (explained below), you'll be able to determine volume variables. It can take a great deal of experimentation to get your schedules correct, possibly requiring you at some points to buy more trains, and at other points to take trains out of service. It's not a job for the cowardly. Check the Strategies section for more scheduling advice.

Bus Service

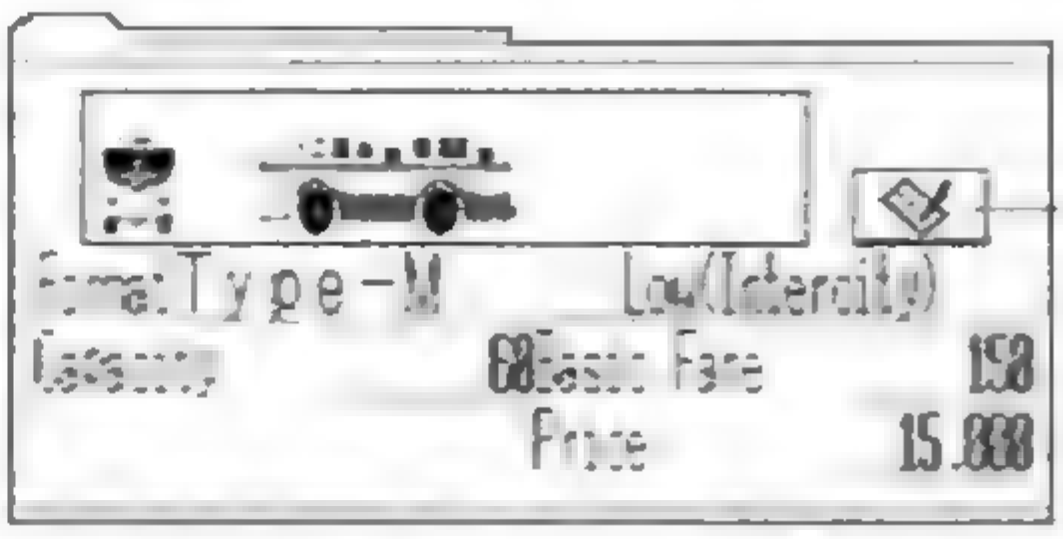
Bus Purchase and Sale

To get some buses on the road, select the Bus command from the main menu and then choose the Buy Bus button. That will open the bus control chart. Any existing buses are shown, along with blank boxes. Set the pointer over a blank box in the control chart and press the Set button. Choose the bus (scroll through the selections) that pleases you with the pointer and press the Set button. If the displayed vital statistics of the bus meet your needs, use your Set button on the window's OK button. (Consider all of the factors—price, capacity, etc.—between buses before you buy.)



Bus Selection Window

Purchase brings you back to the control chart showing your shiny selection; close the menu with the Cancel button. To sell your chariots, open the control chart and choose your victim with the Set button. Choosing a bus you own automatically puts you in Sell mode. You can confirm the sales price in the window, and confirm the sale by choosing OK with the Set button. Buses must be removed from service to be sold—see below.



Individual Bus Purchase Window

OK (Buy Bus) Button

BUS WINDOW VARIABLES

Format	Bus type
Capacity	Capacity of single vehicle
Fare	Basic single fare. Differs from actual sales total.
Speed	Three speed levels: low/medium/high
Price	Purchase price
OK (contract icon)	Make the purchase

Bus Placement and Removal

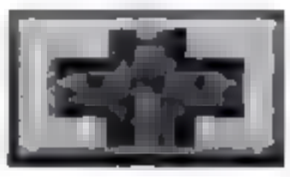
After you buy your buses, you can place them with this command, or take active buses out of service. Selecting this command will bring up the bus control chart.

Bus Direction Arrow

In the bus control chart, choose the bus that you want to place and press the Set button. You'll be brought back to your scenario map. Set the pointer over the road where you want your bus to travel and press the Set button. You'll see a highlighted arrow that lets you set the direction of travel by way of the left/right arrow keys: choose one and set it with the Set button. You'll return to the bus control chart; close the menu with the Cancel button.

To take buses off the map, select the bus that you want to remove from the bus control chart and press the Set button. The map jumps to the map position where the selected vehicle is running on the map; grab your bus with the pointer and press the Set button to remove it from operation. Remember that you can return buses to service at any time, or sell them if you're low on dough.

How to Use Intersections



Since A-Train provides for you the pleasure of letting you fork your roads, you can use intersections to determine on which of the fork's branches buses run. You can set intersections for each bus you own, much like train switches. At those road crossings where you haven't calibrated the bus movements, they will go straight ahead by default. However, you can exercise strategic control by monitoring their movements, again just like your rail cars. There's money to be made in intersection deployment and bus scheduling.

Setting an Intersection

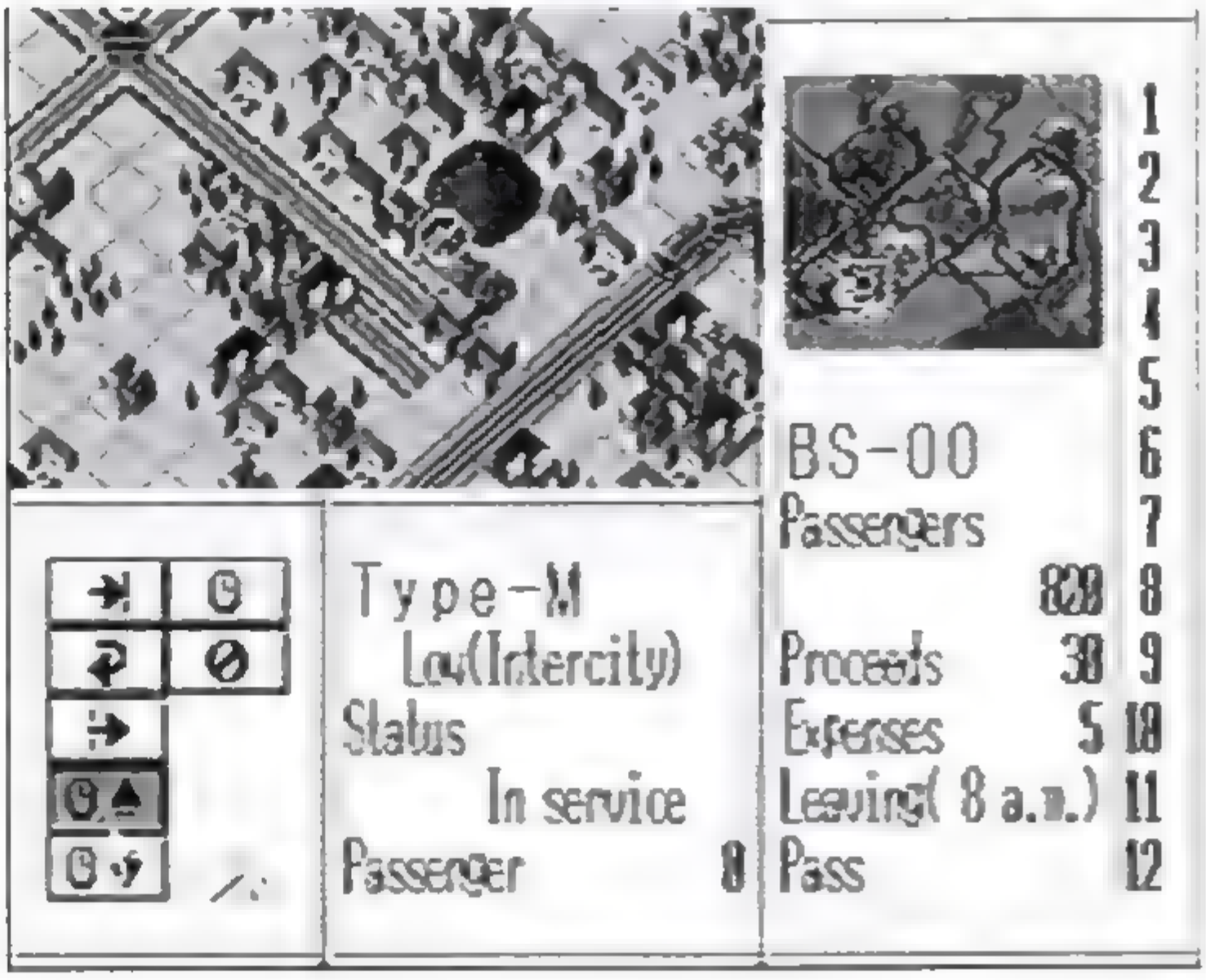
Naturally, you'll need two roads to cross to have an intersection, so those need to be in place first. The bus control chart is displayed when you choose the Intersection command. Put the pointer over the bus for which you want to set up the crossing and press the Set button. You'll be switched to the map screen; place the pointer over the map road crossing where you want to set the intersection and press the Set button. (As long as you own at least one bus, intersections can be set up even if there are no buses placed on the map.)

Setting a Bus Intersection

You'll see a small window with an arrow at each branch of the crossing. Put your pointer over the arrow you want to redirect and press the Set button to change its orientation. When you're satisfied with your settings, use the Cancel button to return to the action. Your bus will follow the new course you set when it reaches the crossing.

Scheduling Your Buses

You can reach the Schedule window by clicking on the little clock icon in the Bus commands window. You'll see the bus control chart. Select the bus you want to schedule with the pointer and press the Set button to get to the Set Bus Service window. Scheduling your buses is done in much the same way as it is for trains, and the schedule window is quite similar to the train's. Astute scheduling of your buses will line your pockets with the long green (that's money, for you greenhorns).



Bus Schedule Window

Bus Schedule Window Commands

Regular service button	Bus stops until designated departure time.
Shuttle service button	Bus stops and reverses course at station.
Express button	Bus passes through without stopping at the station.
Increase departure time	Advance departure time in one-hour increments.
Decrease departure time	Decrease departure time in one-hour increments.
One-hour stop	Bus departs after one hour, no matter arrival time.
Inactive Month button	Set active and inactive months of bus service. (Grey-colored months represent inactive periods.)
Name Bus Stop	Opens window to choose stop name by character

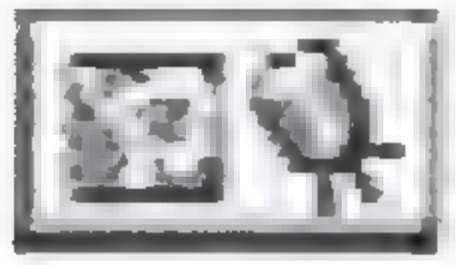
Bus Service Notes

Move the pointer around the satellite map at the upper-right of the Schedule window. A crosshair will appear on the map at bus stop sites. Choose the stop whose service schedule you want to edit with the Set button. The active game map will scroll to the selected stop. You must adjust the schedules for every bus individually.

Buses default to a one-hour stop at all bus stops until you adjust your schedules, but an effective system can't be maintained without you tampering with this default, particularly if you have many buses. As with train scheduling, it could take a good deal of

experimentation to get the best results. You can view the active passenger totals of individual buses by using their Satellite window display, which is explained in the Satellite View section below. Please refer to the train scheduling information above for other scheduling hints, which also apply to buses.

Terrain Levels and the Satellite View



There are various means of viewing your scenario terrain to get different types of game information, and most game commands can be performed while in these alternate views. You can get statistical information on all of your individual trains and buses, and also look at your game map from "cutaway" views that provide display of any underground transit systems and overall terrain geography. The Levels views are accessible through the Satellite menu.

Levels Command

A-Train maps reflect a series of terrain levels, from B2 to L3. These height representations allow 3-dimensional intersections of tracks and roads. However, these height variances make some transit operations difficult.

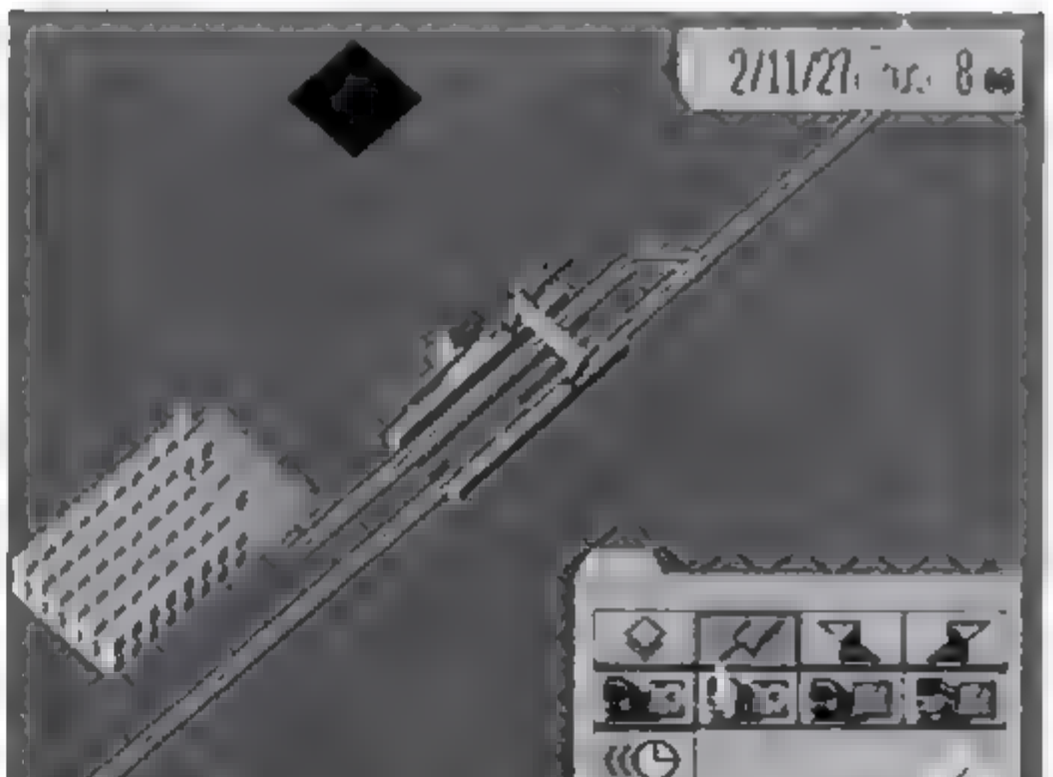
The Levels command lets you choose which levels will be displayed on your game map, from the two underground levels (B1 and B2) to the levels of the tallest buildings (L3). The game defaults to All, which lets you see every level when you also use the "cutaway" commands. For example, choosing the L0 level sets the display so that levels L1/L2/L3 are not displayed on the screen. Using this command, you can build behind tall buildings or at track intersections without your vision being obscured. Obviously, it's necessary to choose the underground levels to build underground tracks. Construction is impossible at levels that aren't displayed.

Levels Menu

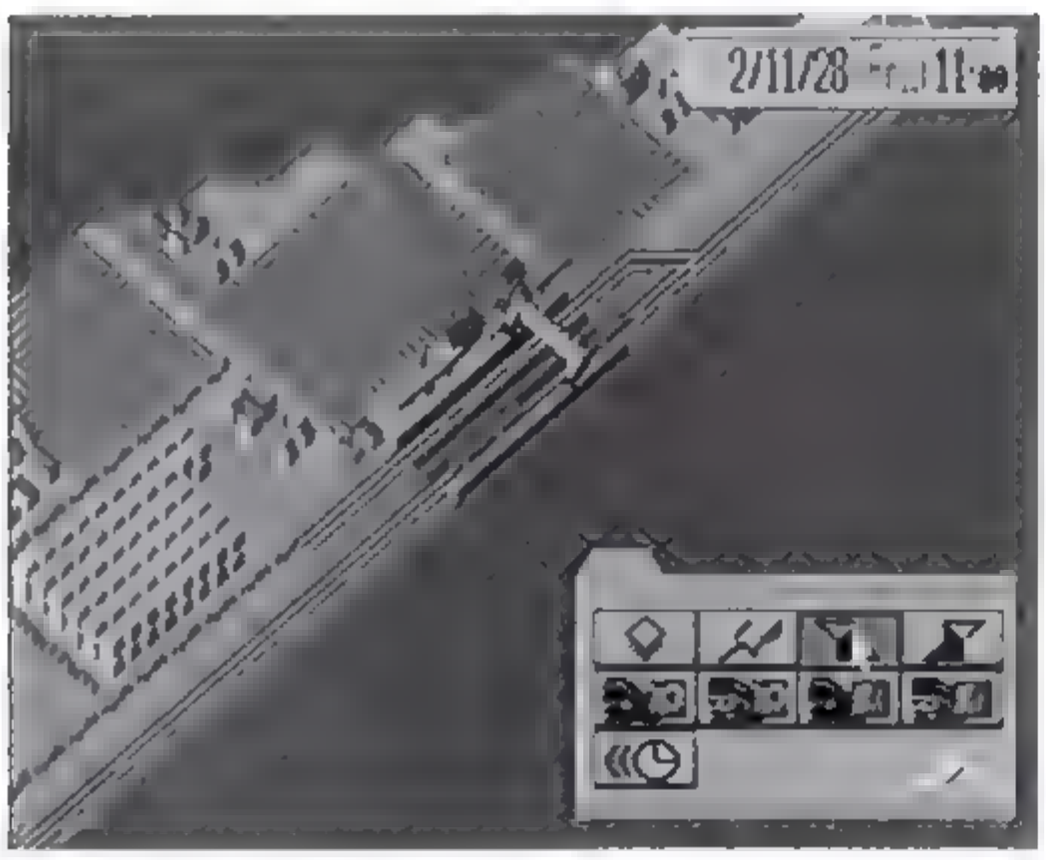
Skeleton and "Cutaway" Commands

Choose this command to just display your rail infrastructure without any terrain display.

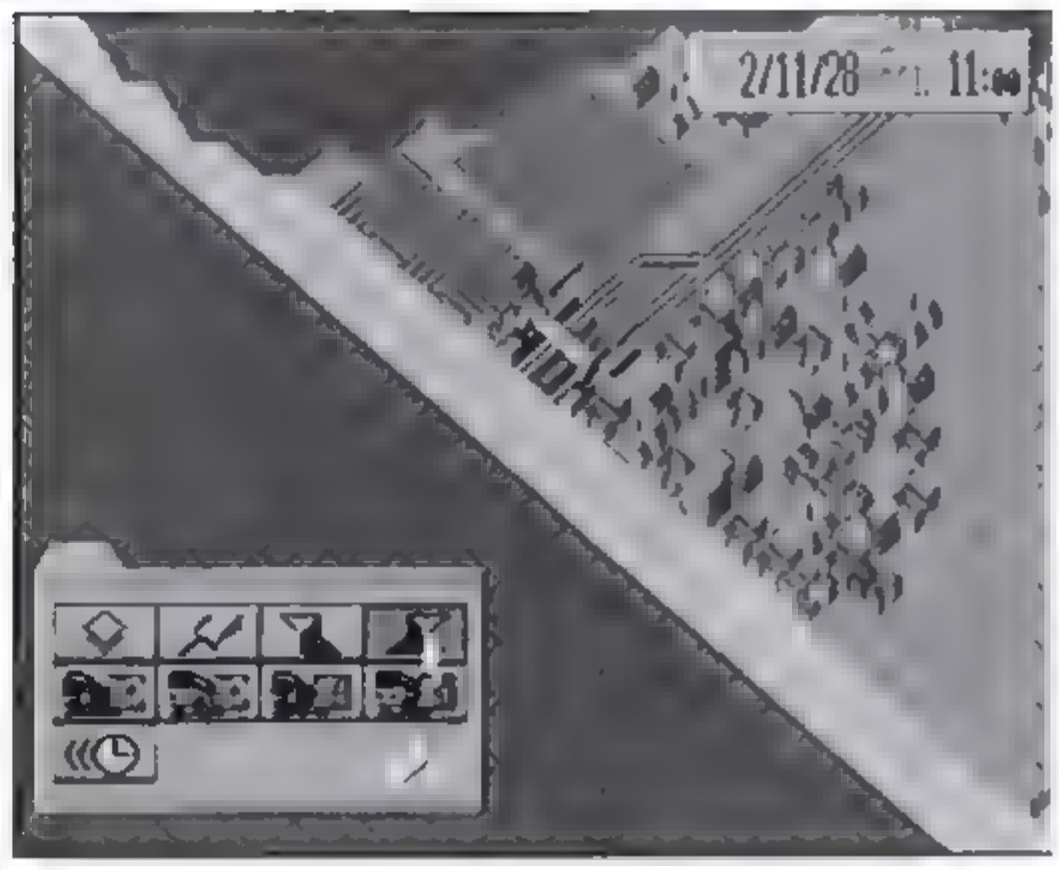
The left-facing Cutaway command will slice the game map so that the top-left portion of your screen shows the upper levels of your terrain sliced on a right-sloping diagonal, revealing the underground levels at the screen's bottom. The right-facing Cutaway command cuts your land on a left-sloping diagonal to display underground grid sections positioned on the screen's bottom left.



"Skeleton" View



Left Cutaway View



Right Cutaway view

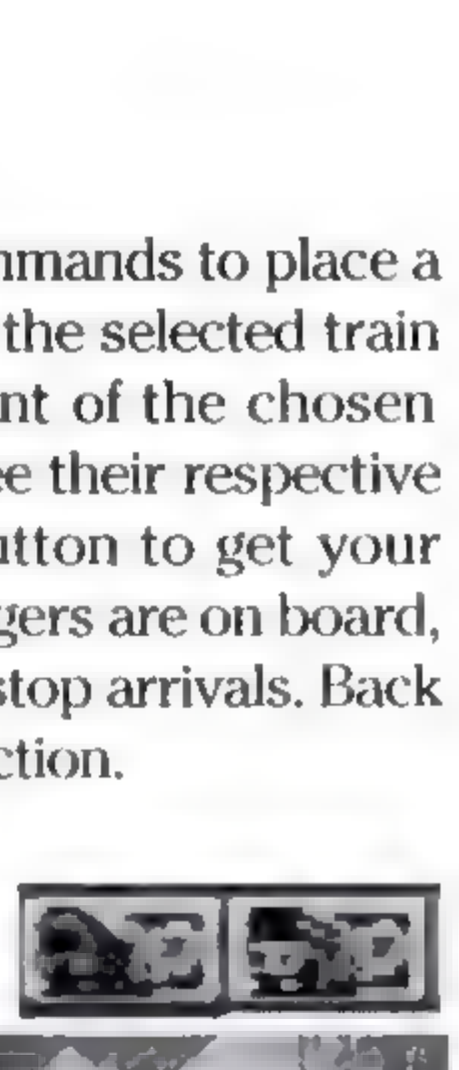
Elevated levels (or the need for elevated tracks) can be discerned by the shadow under the pointer in some areas, but when tracks or roads are displayed behind a tall building, your view can be obscured and the pointer cannot give you an accurate sense. (This "shadow effect" is only apparent when a tool is selected.) The Levels command is your best course in these cases.

You can switch between all of these views by toggling the R2 button on the right-top side of your controller, without having to use the command menus. The game will continue when you access terrain views with this method.

Train and Bus Satellite Windows

Also accessible through the Satellite commands, you can use these commands to place a window onscreen that provides changing statistical information about the selected train or bus, including a miniature game map that displays the movement of the chosen vehicle. Choose the Train Satellite or Bus Satellite buttons and you'll see their respective control charts. Select the vehicle in question and press the Set button to get your onscreen vehicle map. You'll see the vehicle's status, how many passengers are on board, expenses and how much fare money you'll take in upon station or bus stop arrivals. Back out of the menus with the Cancel button to see the Satellite window in action.

With the game active and a satellite map displayed, any scrolling with the Controller arrow keys will be reflected by scrolling in the miniature map: the area captured by the highlighted mini-map square is that area displayed on your active map. The chosen train will be seen on the mini-map as a moving white box. You can see the changing passenger totals for all your vehicles under various conditions, so that you can adjust their schedules accordingly. To remove a particular vehicle's satellite map from the screen, just select the Satellite command again, return to the control chart, and press the Square button with your pointer on the displayed vehicle—the Satellite window is no more.

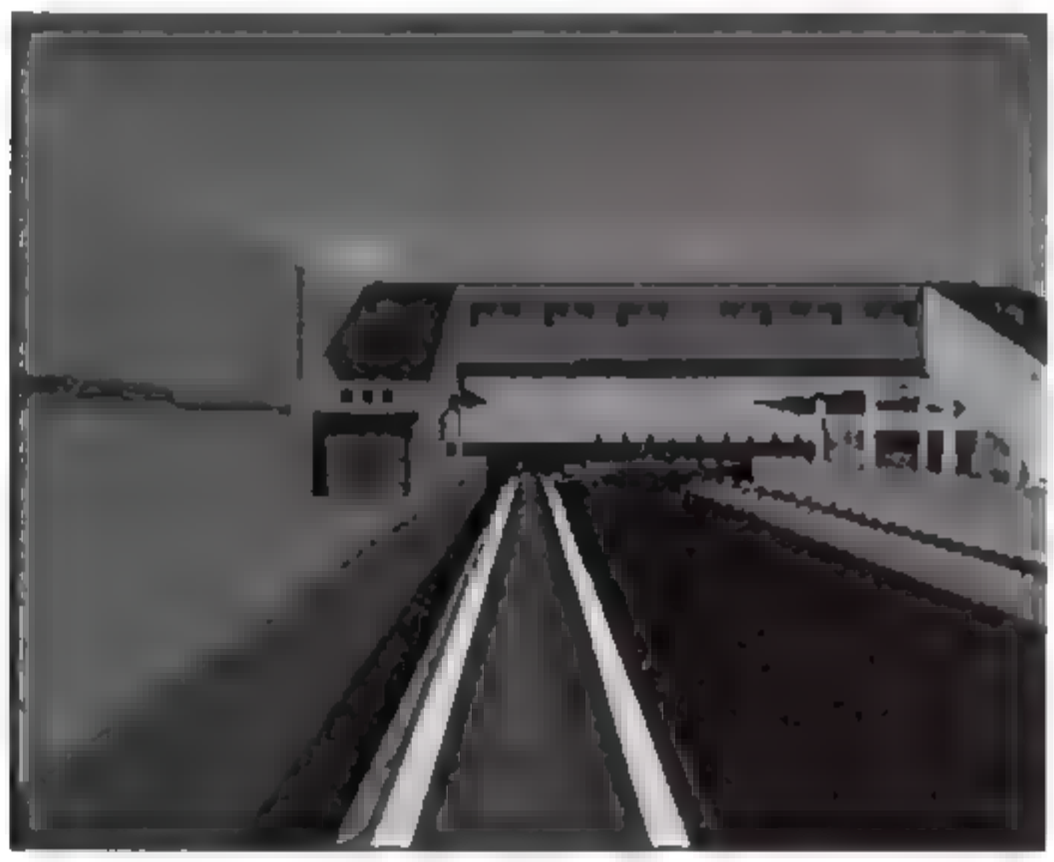


Spying on an Active Train

Driving That Train (and Those Buses)

And just when you thought that A-Train couldn't possibly be any more fun, here's an opportunity to take an engineer's eye view on any one of your trains—or your buses. You can choose any train or bus and actually experience its route from the ground level of the vehicle—the big picture out the big picture window—and be able to see the exact landscape of your city as you've laid it out. Take a spin past the stadium you've placed, roll by the waterfront bars, pause at your city's biggest train station; the road unrolls in game time, and you're the driver.

Just select the Engineer or Bus Driver 3-D Mode command, which will take you to the control chart for the respective vehicles, press the Set button over whatever one of your locomotives or buses has the most scenic route, and in a moment you'll be rolling. The vehicle will follow its prescribed route and behave according to the schedules you set, and you get to see your world from the perspective of the people that live in your towns. Pressing the Cancel button will take you back to the control chart. Don't let the wind ruffle your hair.

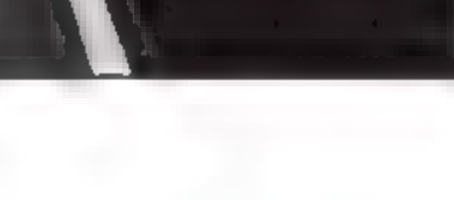


You're at the Wheel!

The Max Speed (Clock) button allows you to see how your city will develop after you've set up your basic infrastructure. Choosing it will speed up gameplay so that you don't have to watch the steady (dull?) pace of freights dropping off and picking up materials until there's enough to build. Of course, you'll have to have your schedules straight for this command to be useful.

Report Windows

A-Train provides you with many constantly updated reports about the performance of your railway, your stock investments, and all the particulars of your fiscal picture. It will be worth your while (and could save your game from the perils of tax time) to periodically view the ebbs and flows of your dough in these various windows. Press the Set button with the pointer over the Reports command to get to the Reports menu.



Reports Menu

Railroad Operations Window

Choose this command to see your current assets, loan balance, and current tax bill.

Fund: The money that you currently have.

Debt: Loans from banks

Unpaid: Present tax on income and assets (paid on June 1st)

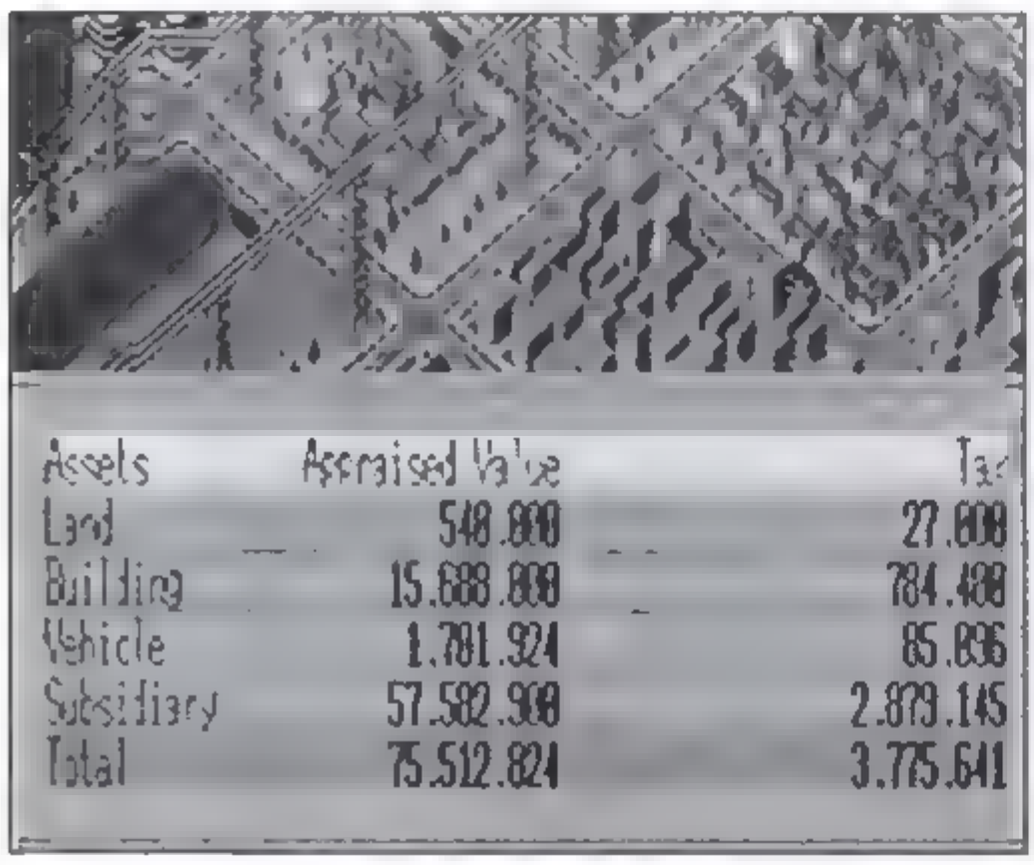
Once the command is active, press the Square button in succession to see the income and expenses for that day, for the current month, and for the current quarter. Pressing the button again removes the window from the screen, although the game remains paused. Back out of the menus from there with the Cancel button to return to your game.

Fund	24.528.828	Debt	50.000.000	Unpaid	0
Today	Proceeds		Expenses	Income and Outgo	
Railway	15		1.500	-1.485	
Bus	228		98	130	
Subsidiary	0		0	0	
Total	243		1.598	-1.355	

Read Your Rail Profits

Balance Sheet

Chart the course of your incomes and outflows. You can see if you might be losing money on your subsidiary incomes, making some with your real estate purchases, and then plan new approaches from your observations. Your tax bill is also revealed. Press the Set button to toggle through the three fiscal levels of your empire. Press the Cancel button to return to your game.

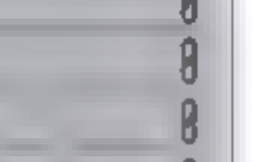


Assets	Appraised Value	Tax
Land	548.000	27.000
Building	15.000.000	784.400
Vehicle	1.781.924	85.836
Subsidiary	57.582.900	2.879.145
Total	75.512.824	3.775.641

Income or Profits		Total	77.367
Railway	1.197	Stock Dividend	0
Bus	1.171	Stocks Sell)	0
Subsidiary	74.999	Subsidiary Sell)	0
Land(Sel.)	0	Bank Interest	0
Expenditure		Total	3.866.171
Railway	16.668	Subsidiary(Buy)	0
Bus	1.274	Paid Interest	0
Subsidiary	72.588	Commission	0
Land(Buy)	0	Public Investment	0
Stock(Buy)	0	Fixed Asset Tax	3.775.641

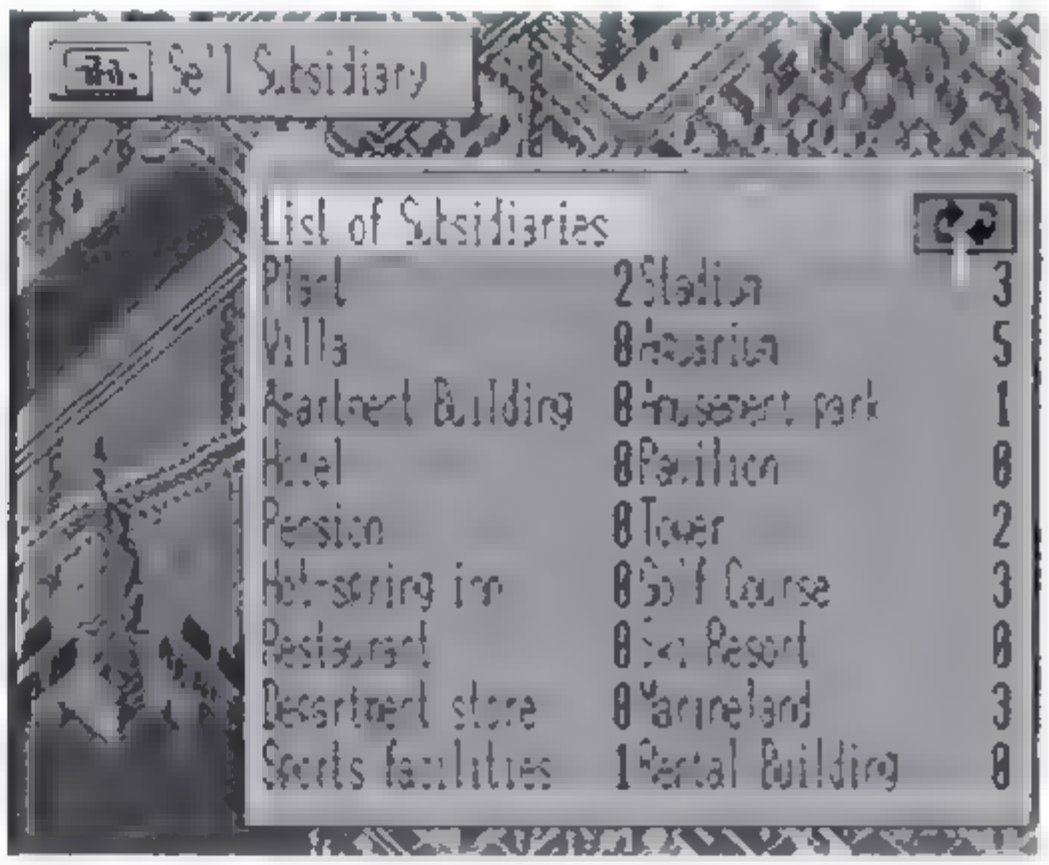
Balance Sheet Views

Subsidiaries Window



Here you can check on the fiscal activities of all your subsidiary holdings. This window also lets you sell your existing subsidiaries and also buy other properties available on the map. Choose the subsidiary type you're investigating with the pointer (use the scroll

arrows if necessary) and press the Set button. You'll see a small balance sheet for each building of the chosen type. Put the pointer over an item and press the Set button. The subsidiary's map location will be displayed on the game map and on a satellite map. If you want to sell it, press the Sell button, and your Fund total will rise. There will be instances when you want to sell a property and a buyer isn't available, so you'll just have to bide your time.



Subsidiaries Sell List

You can also buy properties from this window. From the List of Subsidiaries window, press the "double arrow" button to go to the List of Properties window. Choose a building type from the list and press the Set button. If an item is up for sale, its price will be displayed, and you'll see its location on both maps. If you are pleased, just choose the Buy button, and it's yours to sell or demolish.

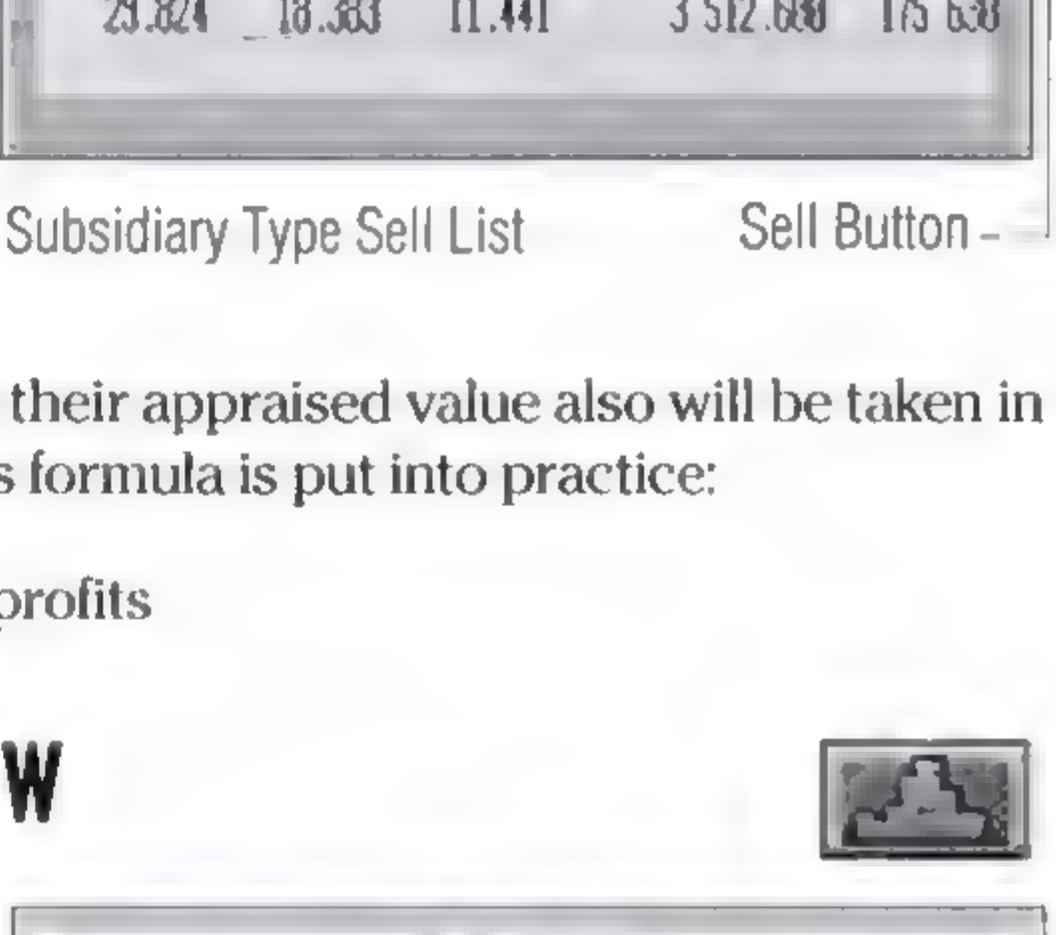
Subsidiary Type Sell List Sell Button

In addition to the purchase or sale price, there is a commission associated with all subsidiary transactions. Also, any money earned from sales is subject to taxation. Subsidiary profits aren't as clearcut as they seem. Half their reported profits will be taken away by taxes. And since 5 percent of their appraised value also will be taken in taxes, you can only truly earn a profit when this formula is put into practice:

Profit > 5% appraised value of subsidiary + 1/2 profits

City Information Window

This window records the growth of your urban map, with the diamond diagram indicating whether your growth has been in your railroad (Primary), Housing, factories and lease buildings (Secondary) or other subsidiaries (Tertiary). Other significant statistics and map holdings are also displayed. Numerical items for categories like Railway Line are measures of game tiles covered by the named unit.



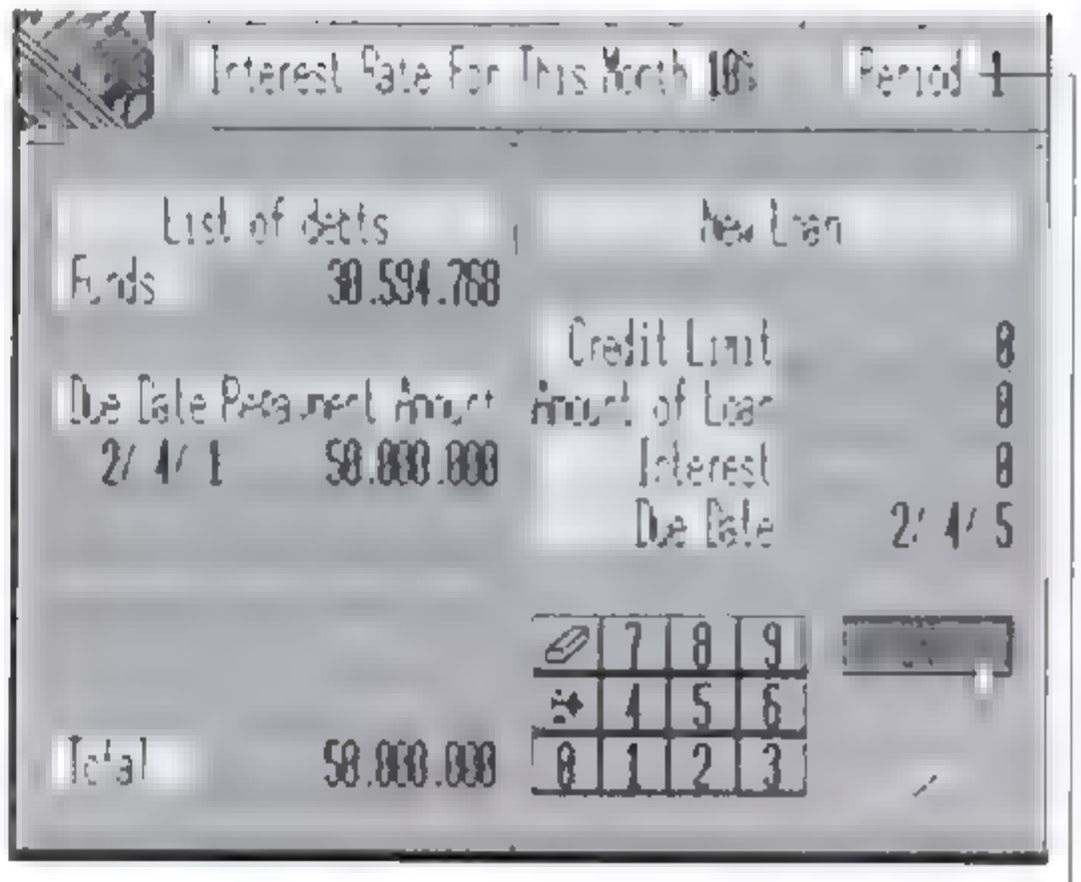
Study Your City

Bank Transactions

If your cash is low, and you've just GOT to buy some gleaming train (or it's tax time and you're tapped out) you can borrow from the bank. The maximum amount of the loan is determined by your assets. You can arrange your loan due terms, from one to three years. The longer the loan term, the higher the interest. Interest rates change according

to the economy of the local population; try to borrow when the rate is low. Rates can fluctuate from 4 to 14%.

When you open the Bank window, you'll see your current assets, the maximum loan you can take, and the present interest rate. Enter the loan amount on the number pad with the Set button. Press on the Period button with your Set button to change the term year total (your interest rate will rise), and then press the Set button on the OK button to secure the loan. Use the Eraser button to clear all totals or the button with the arrow on it to back up a step in the cash count. Use the Cancel button to back out of the Bank window when you're finished.



Bank Window

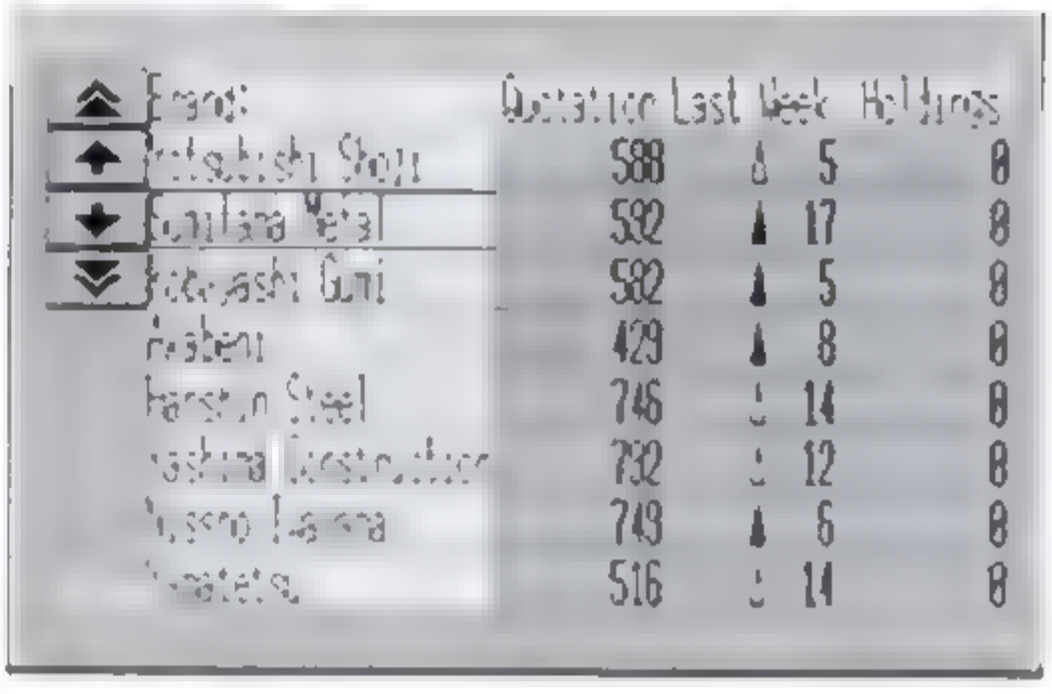
Period Button

Debt Payment

Repayment is extracted in a lump sum, automatically deducted from your funds. Don't forget the repayment date; it's displayed when you make your loan. You can't repay the debt before the repayment date.

Stock Transactions

A-Train's stock market gives you to chance to astutely parlay your rail and real estate profits into new investment opportunities—or to put it another way, to risk all of your resources by gambling on the markets. You can make a killing, or you can be killed, so try and keep your head up.



Stock Selection Window

Stock Purchase and Sale

Once you open the Stock Market window, you'll see a scrollable list of many stocks, with their recent performance (a filled-in arrow means it has risen by the stated figure) and your current holdings. Choose one that intrigues you and press the Set button. That particular stock's recent 12-week history is displayed on the graph. Determine the number of shares you desire and use your pointer to enter a figure on the number pad; you'll see its price per share and total. Press the OK button to seal the deal and you'll return to the opening market window. Check periodically in the Stock window to see how your purchases have been behaving.

Selling your stock is simply a matter of entering the Purchase window for the chosen stock and pressing the Set button on the Purchase button, which then becomes the Selling button. Press the OK button after you've chosen the share amount to sell.

Stock Transaction Notes

The fundamental market maxim is "Buy low, sell high." We all wish it could be so simple. One pitfall is that stock prices change all the time. If you make an error at selling time, you could both lose a chance to make a profit, and even take a big loss. And all the while you own them, stocks are taxed as assets. You have to be very vigilant in watching the price fluctuations, even in the midst of all of your railway management. You'll never be a true money mogul unless you can keep an active hand in all your asset dealings.

Remember also that there is a commission on both purchases and sales. You can even lose money overall from what you thought was a good investment because of the commission.

Strategies

We hope that you will gradually expand your A-Train abilities and enjoyment through repeated trial and error (or trial and success!), but some of the more subtle aspects of the game may remain a mystery. The following material will provide strategies that center on efficient, effective gameplay, focusing on the primary aspects of tracks, materials, and subsidiaries.

Tracks

There are some strategic approaches to track laying and use that will maximize your company's profits.

Circular Tracks and Shuttle Tracks

There are no general map restrictions for laying tracks; you can essentially treat the track-laying map as if it were your canvas, and the pointer your brush. However, you probably will never build a profitable railway just by laying tracks freely. You need to move trains efficiently in order to make a respectable profit. The most productive tracks types are "circular" tracks and "shuttle" tracks. Circular tracks are tracks that literally form a circle, and shuttles are tracks that make round trips, going back and forth between stations.

Please look at Diagram 1 below. This is a shuttle track. A train repeatedly departs from the station on one side and stops at the station on the other side. The important factors for this kind of track are:

1. Set up stations close to towns, or at least near a developing population.
2. Don't run trains at wasteful hours, when traffic is minimal.

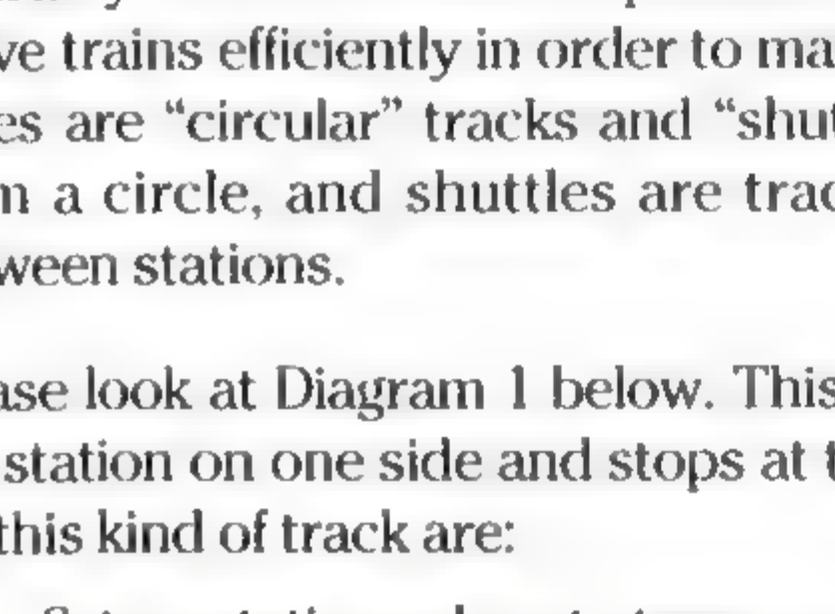


Diagram 1

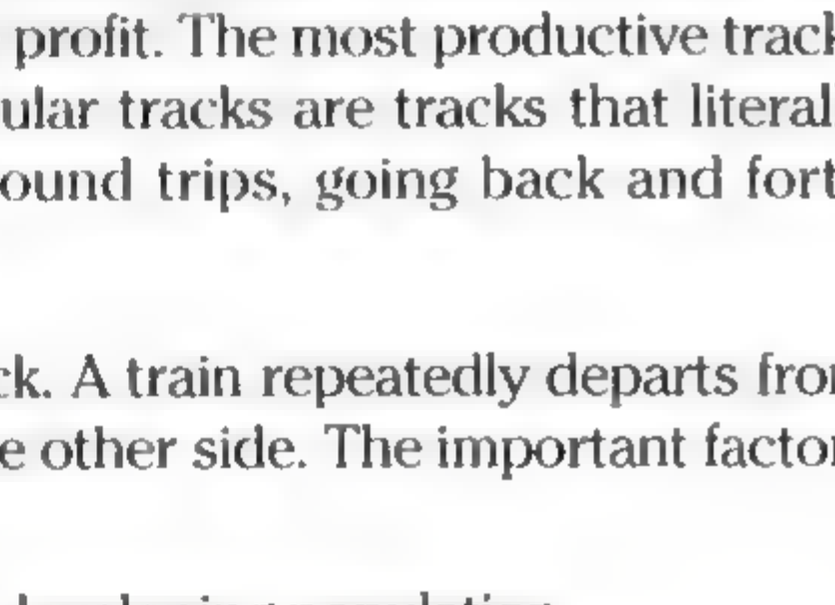


Diagram 2

And, with a little inventiveness, your original track can be remade as an even more efficient track. Please look at Diagram No. 2. Using this design, even when two trains depart from the shuttle stations at both ends, they can cross in the middle. You can greatly boost the operating income of the stations with this method. With this track design you should:

1. Carefully determine the best departure times.
2. Use trains of identical speeds.

The circular track is even more efficient than the shuttle setup. If you can master this approach, you will have no problem in piling up the dollars. Diagram 3 depicts a circular track. This style of track is used with great effectiveness in railway systems throughout the world.

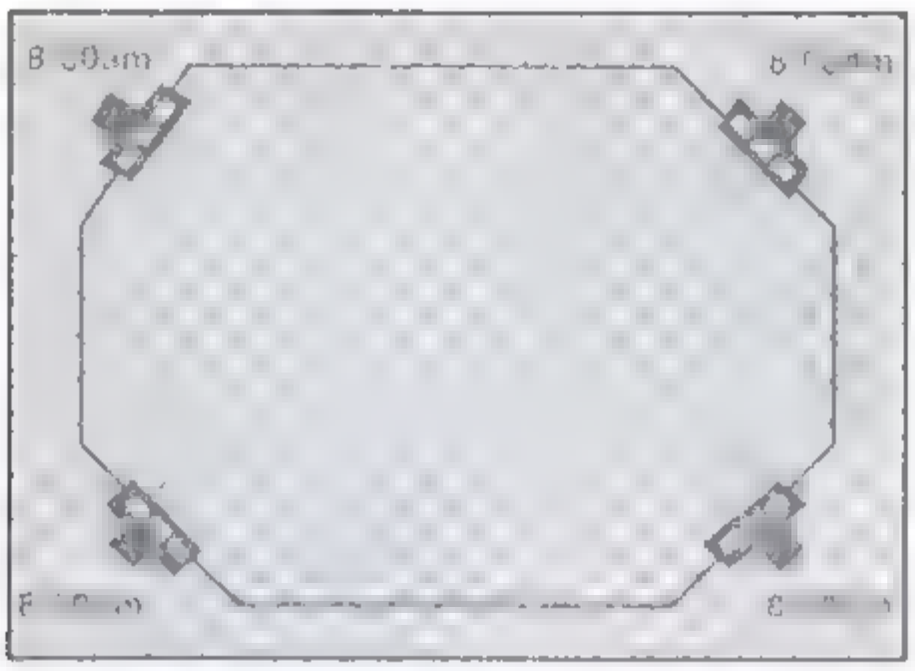


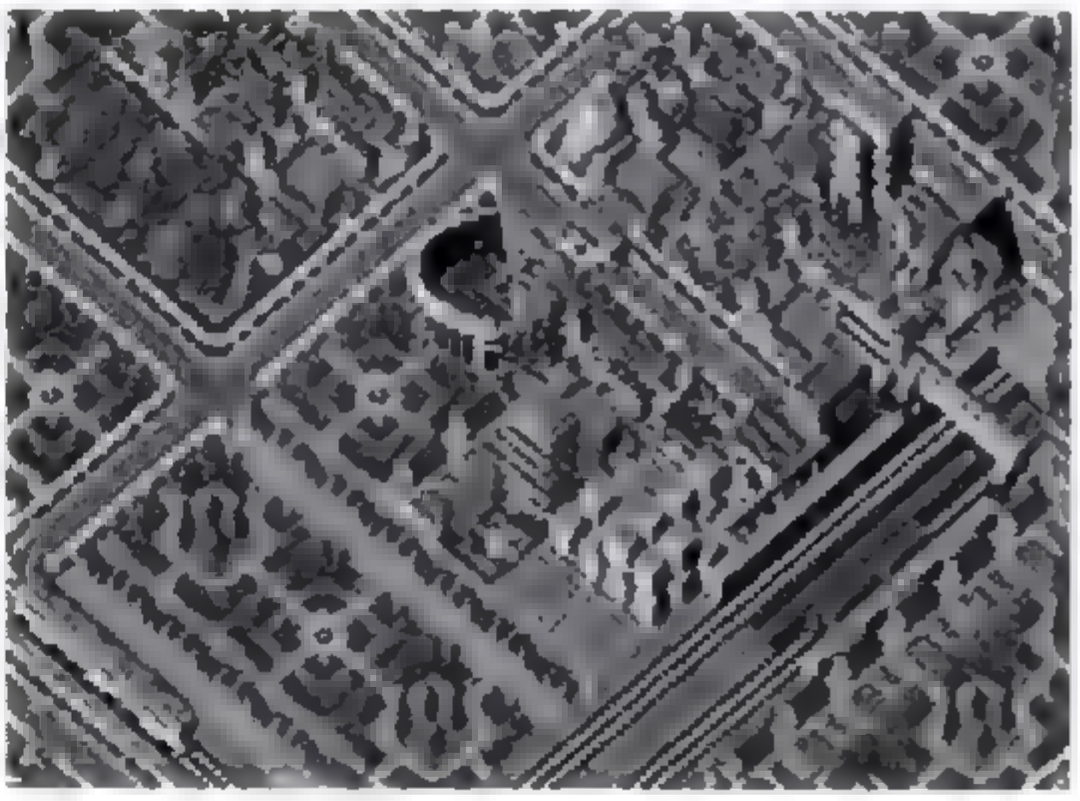
Diagram 3

With the initial economic constraints of most scenarios, your first track design should be some form of the shuttle style. After some urban (and bank account) development, expand your shuttle into a circular track design. Repeat this practice to some degree for all of your track placements and you'll have game success, if you watch your expenditures carefully. Some map terrain, of course, will necessitate some creative variety in track shape (and your own inclinations may as well), but always keep these suggestions in mind for your primary income rails.

Remember, the more people that ride your trains and buses, the more income you have from fares. Also, the longer the distances that your passengers travel, the higher the fare, so send your rails and roads all across the map to link populated areas. The simulation will be more inclined to develop areas that have a lot of people traveling back and forth—it motivates the program to build, to accommodate all the people moving through an area.

Materials

As mentioned before, your thoughtful production and transport of materials can make a significant difference in map development and your company's success. Consider well the information below.



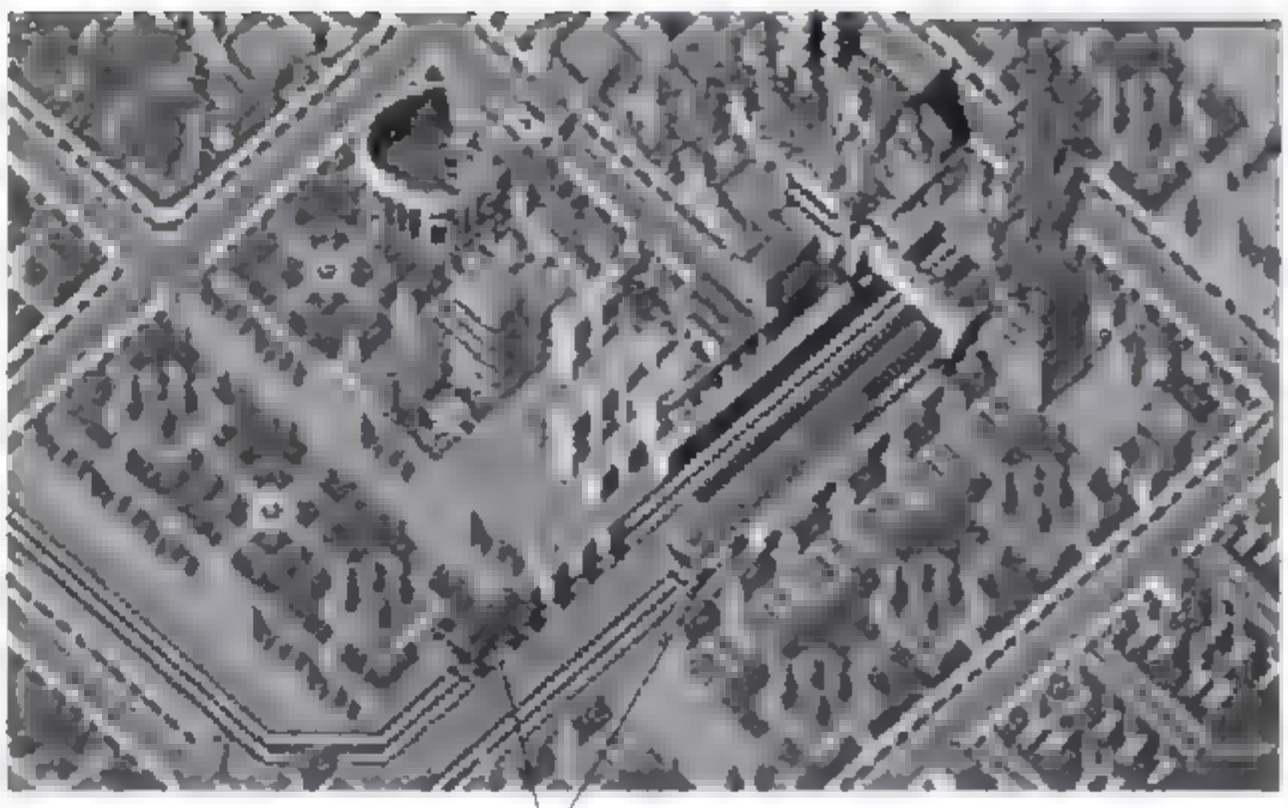
Placed Materials Yard

Materials Transport

After yard placement, your transit system is your concern. The most sensible approach is to build both separate passenger and freight lines. At first glance,

glance, that might seem inefficient, but if you run your passenger trains on the same track as your freights, you'll have to maintain a very complex schedule. If you do not want to build a separate station, we recommend you expand the station and build a special platform for freight trains.

If you are very adept with scheduling, it is possible to run both types of trains on the same track. Until that point, please consider freight trains as a separate issue. As simple as these words appear, it's easy to mismanage materials transport, depending on the complexity of your rail system, and your development demands.

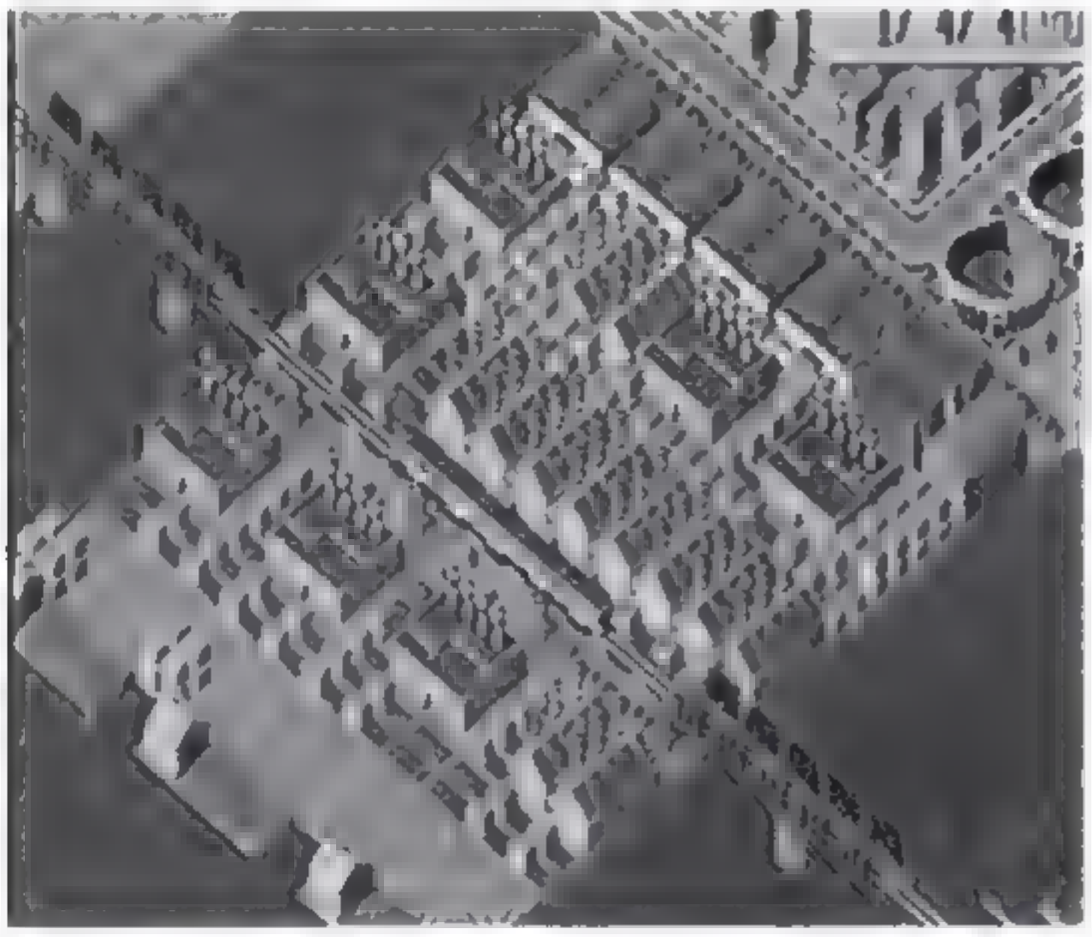


Freight & Passenger Trains In Motion

Stocking Materials

Materials are not produced out of thin air in your scenarios. Unless replenished, continued use will exhaust their supply. There are some basics to secure your supply.

1. Build a factory (a source of materials production).
2. Build a harbor.
3. Run freight trains on a sidetrack. (Some freights should be set up to run off the map on existing default tracks, so that they bring in materials from the "outside world.")



Linked Factories

Don't forget that when loaded freight trains go off the map, they carry out materials for export. Moreover, you'll be charged a commission when transporting materials. Please be careful not to use up materials—none of your big building projects can proceed without them, and map development will slow.

Subsidiaries

Though the placement and management of your subsidiaries is secondary to your railway oversight, subsidiaries can still substantially contribute to your fiscal health, and broaden your understanding of your map development. Here are some approaches to subsidiary use.

Types of Subsidiaries

There are two types of subsidiaries: those that are built arbitrarily by residents (boosted by your local development) and those that never will be built unless you build them. Keep the distinction in mind.

Properties that residents build include:

Houses, condos, hotels, lodges, hot springs inns, restaurants, department stores, and sports facilities.

Properties that only you can build include:

Factories, parks, stadiums, aquariums, amusement parks, exhibit halls, towers, golf courses, ski areas, marinas, churches, bullet trains, airports, and harbors.

How to Make a Profit with a Subsidiary

There are several points to consider regarding subsidiary profits:

1. Good location/conditions (for instance, a mall close to a station)
2. No rivals (those in the same profession draining your business)
3. Many passengers at stations in the general vicinity (also influences continued population buildup)

There are other issues with particular properties, but the above are common to all subsidiaries. When to build certain subsidiaries differs depending on how they're being used. There are three phases:

Initial Period

Condos, restaurants, department stores, factories

These become a trigger for town development. Also, you can increase your profits in a hurry, even in places with little population. Overbuilding, however, should be avoided.

Middle Period

Hot springs inns, leased buildings, hotels, lodges, sports facilities

Build these when town development is going smoothly and structures other than your own company buildings begin to appear in the town. With subsidiaries, those who make the first moves win. Timing is key.

Later Period

Stadiums, aquariums, amusement parks, exhibit halls, towers, golf courses, ski areas, marinas

Build these when town development has stalled and there is a considerable population. Since some of these subsidiaries don't readily produce profits just by benefit of their being built, carefully consider their construction. Again, as in most of A-Train, timing is crucial.

Others

Parks, churches, bullet trains, airports, harbors

These "big project" subsidiaries aren't as much a factor in gameplay (though harbors can bring in materials and airports bring tourists), but they can add charm to town life. You can use them as colorful map ornaments, an expression of your personal scenario style.

Using a Mouse with A-Train

You can purchase a mouse to use with A-Train. All of the game functions and commands operate in the same way as described in this manual, but there are some procedural differences with mouse use. Here are some generalities concerning mouse use in A-Train.

Mouse Conventions

When you press the mouse button, it is called a "click." Commands in A-Train require you to click with the left button to select objects, etc. For any of the game functions explained throughout the manual, clicking with the left mouse button is the same as pressing the Set button on a command that you've placed the pointer on. Using the right button cancels the command; it's equivalent to using the controller's Cancel button.

For instance, laying track is done in the same fashion as with the Controller, except that your first mouse click determines the beginning point of the track laying, your subsequent mouse movement defines its course, and your next mouse click determines its ending point. Removal is just a matter of clicking the Remove command and then using the same procedures to set the track to be removed as you did when you placed the track. Mouse users will be able to toggle between the Construct and Remove commands through the icon of the current tool being used.

Placing subsidiaries is much the same: just choose the grid square where you want to place your item and click. You can click and drag the mouse over an area of land you wish to buy, and when you release the mouse, you'll see the area defined by the white highlight, just as you define it with the Controller and Set button. Most of the commands to reverse placement procedures, such as to remove support pillars, roads, buildings or bus stops, will be made obvious in their respective windows.

As with controller use, you'll be informed by on-screen advisors when you can't buy, sell, place or remove game objects. Practice the game basics with your mouse before you try any complicated track-laying, or other difficult game procedures.

Mouse-use Notes:

1. Before you connect the mouse, please turn the PlayStation game console off.
2. You can't exchange the Controller and mouse during a game.

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Credits
Original Design, Programming, Artwork and Sounds: Artdink (Japan)
Producer: Byrt Martinez
Product Manager: Julia Hing
Documentation: Tom Bentley
Documentation Design and Layout: David Caggiano, Lisa Motzkin
QA: John Landes, Joe Longworth, Marc Meyer
Package Design: Jamie Davison Design, Inc.
Package Illustration: Steve Lyons

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If this game were any more realistic, it'd be illegal to turn it off.

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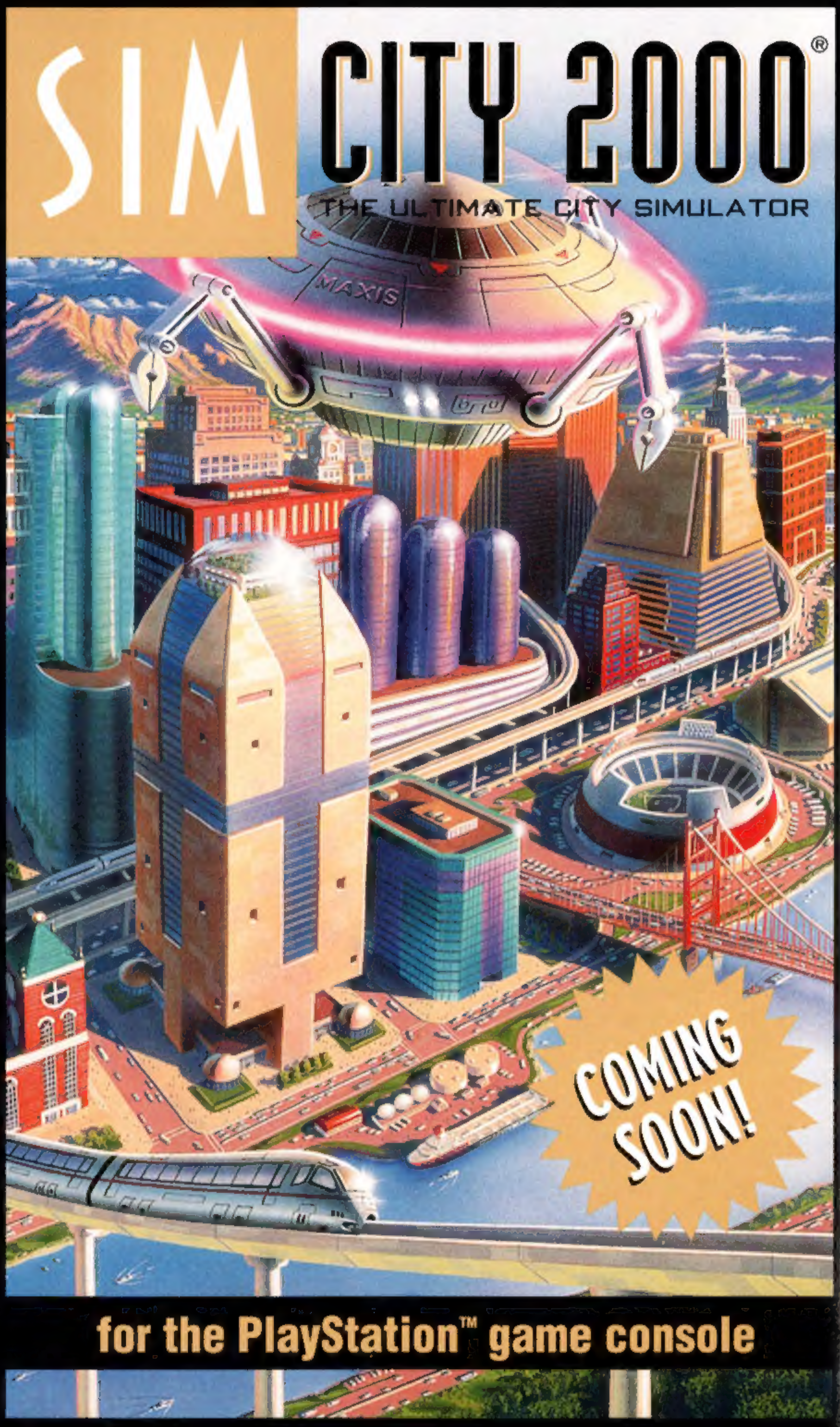

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